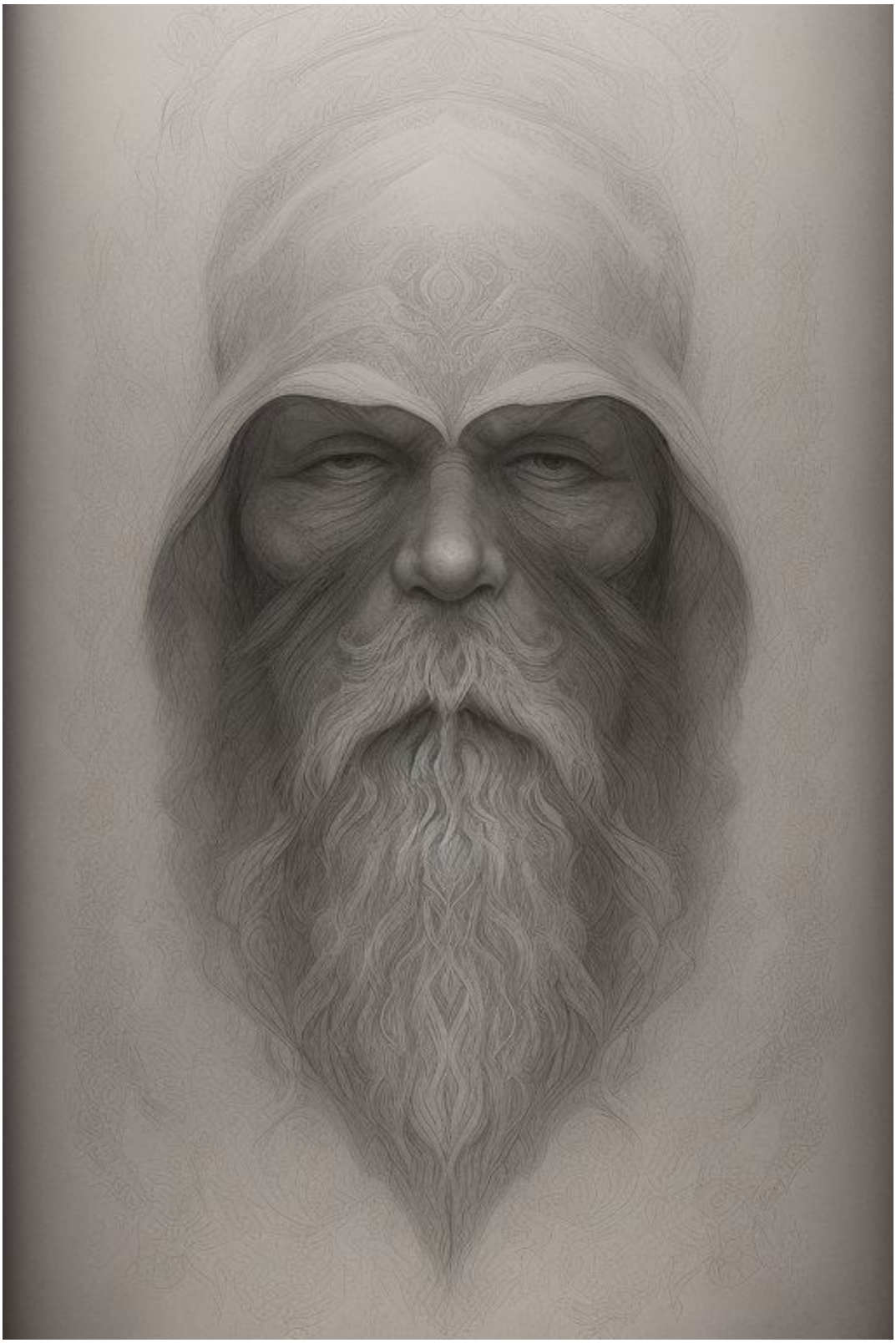
Spellland 1e



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I. Introduction

Q:What is spellland? A: Tabletop RPG. Like a dungeon and dragons, parody on Pathfinder.

Q: In short, tell me about this game. A: this is arcade game. Parody of table top games, but you can try playing it.

Q: how long it took to make it? A: 3-6month in 2024-2025

Q: is it complete ripoff of d&d? A: not really complete

Q: is it boring? A: depending on GM

Q: writing bad? A: yeah

Q: licensed? A: no

Q: can I borrow it? A: maybe

Q: why is it arcade? A: u need to kill ten monster to lvl up, etc

Q: what setting? A: medieval fantasy, some weirdness

Ok, I was dying from boredom and made it.

There goes nothing.

Read my short story: In the midst of hallway of magic academy stays Pernuell Zdrisl, amongst his friends, the floor creaked and come Lord Bobblehead, their teacher, having this mysterious aura about him, he was wearing a odd ring on the finger and carrying wand in the pocket. Pernuell got in quarrel with him once, after evil gnomes stole all the cookies and the academy matron was told it was him.

Did you fell asleep? . . Last 3 months I added 1000s of stuff

This is amateur dilettante game, escapism.

Getting started

0: This IS ROLEplayin game table top,

You play with others or alone and destroy monsters (but more like: create a collaborative story), and you need someone to be Game Master (dude who enemy of your, sometimes play friends, NPCs), you play by dices: d20 d6 d8 d10 d4 (can ignore d8 d10 d4 if u want).

You have to talk and fight monsters blah blah.

For GM's: you can make paper for the location, or paper sheet on which you describe things located (map or something), or use nothing. (1 square is 1by1 yard, or 0.5yard if u want)

1: browse through and pick race &class, don't forget to pick subtypes, ex: hill dwarf, ice elf, lying master +4, desert wizard (&pick 1-2 backgrounds, and if u wish to create info on you.)

2 pick age of character if u want (young, old), or choose deity if u want/need (didn't say age: you not young/old)

You can have poverty level, 1-8, from lowest: canaille, marginalized, poor, peasant, townsfolk, cozy, rich, noble/aristocrats. (See two pages below)

3 browse the feats page, pick one (if start from lv x, pick x feats)

If GM has house rules, read them, read rules of game itself (optional).

If here bonus homebrew feats then you can use these if allowed.

Pick alignment if u want. 5gold on start +1d6 (noble 2x unless exile)

4 find gm/campaign or become an GM

For GM: make some NPCs (non player characters, to control/break things), and some plot/dungeon/story.

5 ??? Profit

Common terms: lv/lvl = level of someone

Like level of character. Attributes=str, dex, con, int, wis, cha

GM = game master, control freak etc

Feat= your character special stuff u can learn

Job= job for character if want to be working

Skill = skills like climbing, cooking, stealth

Munchkin = someone who pick too much stuff

Damage reduction = reduce dmg taking by this amount

DM/dmg= damage to health, AC= armor (used to avoid hit)

¶,¶= fatigue/exhaustion/poison (reduce max hp by x amount)

Hp= health of someone, MP= mana of someone

Turn= one turn, like "till your next turn" means till next round * Reckless= reckless attack option (+2+2 -3AC base)

Round= whole round where everyone acted once, "once per round= one action per round"

1/r= once per round

1/b, 1/f= once per battle/once per fight (same)

1/hr = once per hour

1/d , 1/day= once per day

1/w , 1/week= once per week

1/y, 1/year = once per year

Initiative/init = character "initiative" statistic

Perception/perc = character "perception" stat

Willpower/will = character " Willpower " Stat

Fortitude/fort = character "Fortitude" Stat

Spot = u spotting the thing requires this difficult

Saving/DC = required roll to avoid stuff , +1+1 = +atk/dmg

Spell = magic ability that u can use (spells given by feats DO count as they are spell, for sake of casting them mid-fight)

Dodge /avoid = use Dodge skill to avoid some.(d20+Dodge lv)

Crit=multi atk (roll and add to your attack)

*Critical hits are guaranteed hit (but could be avoided by certain feats/abilities)

Young got -1int +2dex

Normal adult has no penalty etc

Old has -1str +2wis

Stun (can't cast, can't move more than 1yard, 1round)

Lesser paralysis (x(3) rounds u can't attack and cast, but can move, -2move -8non combat)

Greater paralysis (you fall down and can't stand up, and can't talk, attack, cast; last X rounds, you suffocate after one round doing 20%max hp per round, optional :10%if monsters)

Lesser petrification (can't walk, attack, cast, but can talk one word per minute/round, 3-X round, get hit again by this make greater petrified)

Greater petrification (after 2 rounds you turn to stone permanent, unless non permanent, every turn you take 4d6 DMG, and -5stacking move and attack/attack dmg)

Heart stopper (mythical, target dmg all attributes by d20 every round/min, instant, 3rounds)

Bleed (do X bleed dmg, and same one next 2turns, so three instances total, but any bleed adds to this amount and refresh duration)

Poison (unwritten poison do X DM to hp and ¶, other poison damages stats)

Silence (can't talk/cast, x rounds)

Maim (2rounds, -3atk -1ac, maim II: -5atk -2ac)

Cripple (3rounds, -3move -1ac)

Slow (you can't use charge attack &only one attack per round &-2mov, 2round)

Glint (can't do crits), Confused (50/50% run away - or - fight anyone nearby)

Falling - you take 2dmg per yard of fall (ignore below 2)

Panic I (-4all,+1mov), panic II (-6all, +2mov), panic III (-10all attributes and skills, -8focus,+3mov)

Fear I (-1mov, -4will), fear II (-2mov -6will), fear III (-4mov -10will, can't cast/talk, run away from your enemy)

Horrified I (-1ac, -7perc), h II (-2ac, -14perc), h III (-4ac, can't attack, -21perc, negative=no dodge)

Slow I (-3ms), slow II (-6ms, min 1, jump -9), slow iii (-9ms, but minimum one yard can move, jump -18)

Root/bind (-5 move until get rid of something)

Burn I (lose 10%/min, minimum 5fire), burn II (lose 15%maxhp, min 15), burn III (lose 25%hp/minute, minimum value dmg - 25fire)

Songs last 3rounds(inc starting round, u can atk during the song, but not at start of)

Grappling: grab target in close quarter. (See combat)

Social standings:

canaille (1, poorest), pc drunk brawlers, orcs, wanderer, trash masters, lunatic, gladiator slave

Marginalized (2), pc slave, exile, ruffian scoundrels, scoundrels, madman, lunatics, rogues, barbarian

Poor (3), pc fighters, soldiers who desperate, druids, dervish,

mundane, cleric, rambler, monk

Peasant (4), pc wizards, warriors, bouncers, headhunter, alchemist, rat summoners, bards

Townsfolk (5), pc monster slayers, Pope's, poachers hunters, beekeepers, lie masters, bandits, gunslinger

Cozy (6), pc saints, Messiah, merchant, apostle, thieves virtuoso, restaurant cooks, investigator

Rich (7), pc: heroic people, monster hunters, embezzling Pope's, successful assassins, successful pirates, nobles

Noble/aristocracy (8, richest), pc: rich nobles, kings, aristocracy, high level mofos, pickpocket masters.

-pick mode stat•~

38pts, start from 0, below 10 is 1pts=2stat, at 10-13 1per1,

Then above 13 is 2pts per +1stat. U can make low intelligence etc (wizard req min 6int)

0str u can't lift any and can't attack, 0dex you can't move and attack, 0con u ded instant no checks, 0int u in coma with opened eyes, 0wis u can't talk/can't use skills and jobs/0magic, 0cha u can't talk and shy always act last in battle. (0cha u also can't comprehend language)

II. Differences between d&d: (rules)

•Every kill give you 10%exp (100%exp=lv up)

The killer and monsters must be at least same level (so on 1lvl u can kill 1lv,on 2 don't get exp from 1lv enemy)

(Exp shared by teammates, everyone gets same 10%/per kill)

•Only one lvl up per whole battle, After battle ends, your health restored fully. Yes

*Every level give you +1feat of u choice (have 20feats on 20lv)

*you have fatigue/exhaust system, it marked as ¶, u increase it by +2¶ after each battle u took DM in, (after 5lv, +5¶ per battle in which u took dmg) (it reduce your maximum health by same amount) (after 5hr of sleep it removed)

•When u lvl up, immediately pick feat (at least it immediately working, u can choose later if u want) (base hp 25)

* To get your maximum health update you gotta sleep 5hr, until that no update. +10mhp/lv (starting hp 25,+10/lv up)

•level add +2 +2 to two "skills " But u can choose only different ones, can add to jobs.

(Ex: +2 to Climb, but second one +2 can't add to Climb)

•food restore the health and exhaust (by 1hp 1¶ per food lvl, 4lvls max, 5lv by magic means, max restores is 3 per day) (first aid can heal up 1hp 1¶, once per day/rest , per person aid)

•exit battle mid fight restore ur hp but enemy only restore half of lost (but enemy restore only if all heroes exit battle)

•deaths only check DC and then u die immediately if you failed it. (DC 14+lv/3,you base +2 roll bonus vs deaths,+fortitude bonus to roll)

If u saved from it, you have 1hp and in this round you saved u can't do actions (unless feats,talk, skills)

*uses d20, d3, d4, d6, d8 d10 d12 (if u want can do without d8,d10 d12)

★your Mana also restore after battle. Your non combat Mana is same amount but it separate pool, so non combat u can use it. Creating infinite magic use. Both manas restore after.

★Arcade game. You have given +1 gold ticket and 4silver ticket per lvl up ,each PC. 1g ticket worth 100gold, 1silver u can buy 1item(10silv). But it's must be subtly rewarded by ppl, NPCs, GM.. (Or by treasures worth that much)

★Arcades items: you can buy items +1 for 100gold, +2 200, etc, +10 max (+10cost 1000)

*Lighthearted -- +1init each other lvl for monk, scoundrels, rambler, bards, others get 1init in 3lvs, only +1fort/will per 3lvl everyone (ok Druids, cleric and Pope get 1will/2lv), perception +1/2lv everyone ok. (Base fort will perception +1, init +0, init +1 base - warriors)

★swarms, armies, legions.. You can turn enemy into 10,100,1000! By using rules for that

And it gives 10x exp for killing them! (Max 1lv up as usual)

*always choose race subtype &class subclass.

Even if look stupid.

*Hero point - u can use hero point. (1base, +1 base if you heroic subclass, get +1 at 5,10,15, 20lv), usage: add 20 to your characteristic of ability or attack (ex d20 roll 12+1, you make it 12+1+20, or same with damage). Rare.

Or u can use hero point to reduce enemy stat (-20 attack or attack DM , taken by you only/against you)

You can only use one hero point on ur turn.

It only work on one instance of attack/ability.

And they don't increase by crits, but can make u crit.

*Crits guarantee: if you attack bonus +50 u deal critical hit automatically with this attack.

★giant monsters: turn any enemy into giant version (but it apply to everyone,this adds +2lv and other stuff)

*helmets, armguards, leggings gauntlets etc give you only +0.5 AC each. But still can stack that!

*Stealth possible, stealth attack has +5atk and +10dmg

*Spells: many spells what damage enemy must check on focus, below 2 you miscast, your focus act like "attack value", for bullet, arrow, fireball etc. If it above enemy AC(with worn armor), then u hit.

Other spells just have this focus for validity of cast, if roll 1 u missed (MP waste), if 20 u have hit (and 20roll mean ur spell effect

DC doubled)

Some spells have 2round cast time or -5focus or both

You can cast any spells ur capable of, if required lvl is right. &if have enough MP

**********★**********

Optional rules:

*at gm discretion, can award exp for deeds and other actions

*can add boredom meter (+20%/hr, 100%= u take 5¶every hour next - except asleep, any kills reducing it by 20% as well as seeing entertainment, can/can't die from it - at discret)

*exp share by hireling too (can boot camp), gm discretion

★and any other house rules. Ex: one tile can share two ppl bcoz it 1m²

*climbing -2ac, Below 10%hp -5-5 combat..

*pets get lv up every 3lv of owner (&chose 1 general feat)

*can level above 20, but 3x amount of kills and minimum 19lv enemy, at gm discretion, this create problems about needed monsters of 21+lvl etc) (still get bonus feats)

*subtle change the power of enemies if ppl become too powerful, subtle deny buy +6 items

* restore 1¶ when level up, 2¶ after level up past/at lvl 5

★mostly working rule: (can disable), u get exp from killing summons (even if swarm)

*optionally can remove pistols from ur setting

*hard mode: only 5%exp per kill, only every other levels get rewards 1g 4s ticket

*you can hold on giving tickets until big thing happen

*optional, NPCs don't restore health but by potion/ spell only

*very optional, First act players and only then enemy (only enemy roll initiative, but 20 is first) and players decide who of them go first etc (unbalanced, but for beginners)

*optional, enemies can have ambushed u with special "enemy act first" (This to use as game turning point, so players can't cheat out)

*optional, gm may disable using hero point for some events/battle

*against stackers/munchkins u can make adjust to enemy health or use giant version/elements version to give enemy of normal strength and lvl up capability

*swimming too much -2¶/hr (like u get tired)

*full max health amounts of ¶ = coma 7days/or death (coin flip?)

*optimal 4 person, if 5 maybe add +1enemy., but if u have "useless weight" U can have 5.

★mostly working: GM can create swarms of enemies, armies,

legions, elemental version of (ex: fire wolf), dire version, giant version of enemies (ex: giant bear)

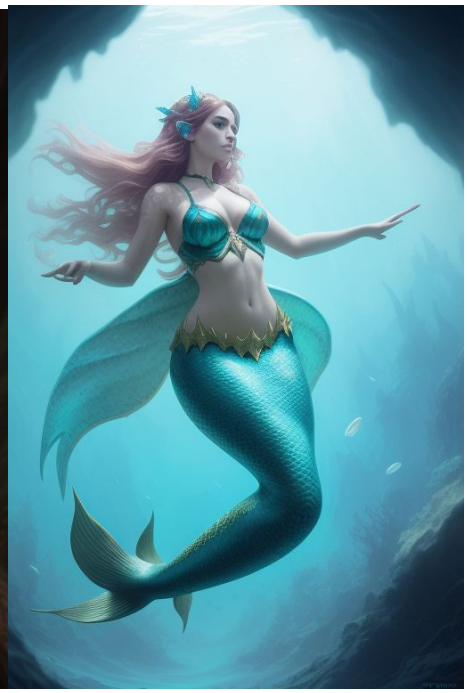
Optional: ambush no +magic dmg (&add +4initiative)

Cursed/half humans (fox)

III. **Races and type of races**

This game uses prefix to your races and classes, this prefix work on your race by look/ability/birthplace/affinity.

Example: fire humans aren't made of fire but affiliated with it.



And now The Atomic Physics part.

All races can have following subtypes: fire, ice, electric, acid, winter, desert, forest, mountain, sea, hill, primitive, island, dark, light,

cursed, magic, evil, high

Human: half (animal side, fox, cat, rabbit,wolf, monkey, cow) , Hyperborean (far northern, broad, man only, maybe woman too), Amazons (women only, broader body,muscular, stub race)

Elves: half, moon (thin), sludge(anorexic, dysfunctional), Amazons (women only, see above), Sylvan (rare, half fairy half elf, winged, can be chaotic, can fly, Fae) , high (broad), skylight (emits light, 2yard), wind (hair grey, hair rustling around)

Orcs: half, pig (pig faces, skin), water(swim, gills or fins)

Dwarves: half giant (half dwarf half giant, 6ft heights, strong), deep dwarves (bonus to Constitution now to intelligence), shroom (rare, grow fungi on his body)

Gnome: brownie (house spirit), Domovoi (house spirit), water (swim upto your speed), wind

Half fiends: any race, can't be good, minimum 50%actions are evil.

Half demons: any race, lawful evil, can't be good

Half devils: neutral evil, can't be good

Goblin: water (swim move upto your speed, gills or fins), high

Hobgoblin: none

Cursed: have horns/tail/animal ears/hairy/some defects/ cursed

Races definitions:

Human, elf, dwarves, halfling, gnome	Skin color	Hair color/eye color
Forest	Normal	Redwood, ginger, hazelnut, coal, oak, amber
Primitive	Normal rugged	Unkempt any
Desert	Tanned	Brown, hazelnut, black, greyish
Mountain	Slight tan	Dark colors normal ones
Sea	Lightly	Normal ones, slanted eyes
Hill	Normal	Normal ones and ashen sometimes
Fire	Normal, reddish	Bright red, ginger, redwood, dark red, copper
Winter	Pale	White, silver, light hazelnut, blonde
Ice	Normal, bluish	Blue, bluish, whitish, hazel
Electric	Fair and light yellow	Light yellow, blue, hazel, teal
Acid	Normal with defects (bald?)	Green, purple, violet, pink, sickly
High	Normal, broad	Hazel, blonde, black, silver
Island	Brown, coal, very tan	Dark, dark coal, dark brown
Dark	Darkly ashen or greyish	Ashy, black, any dark

		colors
Light	Fair	Blonde, light hazel, platinum blonde, silvery, light color eyes
Evil	Normal but horns or some	Red, purple, black, Eye: any
Cursed	Normal but defects visual	Weird
Magic	Normal but magic tattoo or something	Uncommon
Half fiend	Abnormal, or have horns	Dark, ashen, horns, glowing eyes
Wind elf/gnome	Fair	White, silver, flowing

Orcs, goblin, hobgoblin	Skin color	Hair/eyes color
Forest	Normal or darker	Ginger and normal
Water	Blue, bluish	Blueberry, blue, teal, seaweed
Primitive	More wild	More wild unkempt
Sea	More wrinkled	Dark teal, sea wave,

		greasy, unkempt looking
Mountain	More dark ashen	Dark, black, black ale
Desert	Tan yellow	Dark yellow, dark, sandy
Winter	Normal/albino	White, silver, greyish
Island	Brown and coal	Dark normal
Hill	Normal	Normal and dark green
Fire	Reddish or normal	Red, ginger, amber, normal
Ice	Bluish or pale blue	Bluish or normal
Electric	Yellow, teal, violet	Yellow, normal ones, shining and standing up grey
Acid	More sick colors(pink?)	Balding and unkempt look purple or gray and ugly one
Light	More bright, yellow	Normal and can be blonde
Dark	Dark colors	Ashen, coal, dark
Magic	Some hue of purple/normal	Some magic look or shine
Cursed	Something wrong	Defect, unnatural

Evil	Unnatural or natural	Horns, defect, dark
High	Normal but lighter	Any
Pig orc	Pigskin	Pig nose and ears
Half orc	Light green	Any

Kobold, lizard man	Skin color	Eye/hair
Forest	Greenish, dark	Orange, green, yellow, oak
Mountain	Dark rock, coal	Ashen, dark yellow
Water	Dark blue, night blue	Blue, teal, ocean blue
Desert	Tan yellow, sandy, green	Yellow, amber, teal
Primitive	Speckled dark	May get no rat look
Sea	Teal, sea, han, water	Teal, sea, han, bluish
Hill	Greenish, brownish	Oak, coal, dirt, green
Fire	Amber, red, ginger	Red, amber, hazel, ginger, yellow
Ice	Blue, dark blue, whitish	Icy blue, dark blue
Wind	White, grey, silver	White, grey, silver, blue
Electric	Blue, whitish, yellow	Blue, yellow, teal

Acid	Purple, green, pink	Violet, orange, purple
Magic	Bluish/shiny tattoos	Some fluorescent
Cursed	Slightly abnormal	Some defect or no horn
High	Any, even gold	Any regale
Evil	Dark, normal, blackpink	Normal or red
Light	Yellowish, light one	Yellow, white, amber
Dark	Dark pink, violet, ashen	Dark, dark colors
Winter	White, bluish	White, bluish, teal
Island	Brown, brownish, coal	Black, brown, fire

Normal skin for human: white, orcs goblin hobgoblin: green, kobold any, elves: white, halfling/gnome/dwarf: white, **kobold: half rat half lizard, with short horns and rat ears and rat-lizard tail.**

So hill races are normal versions, like Poland, mountain are slightly darker skin, like Caucasian, and desert are tanned, like turkey, sea races got slanted eyes like Asiatic.. Others are magical versions, touched by darkness or by light, or cursed, or half breed. Or dysfunctional. Islands races are very dark skin or even brown skin, like Africa/Australia natives. Primitive is more like Neanderthals.

More stereotypes: desert less muscular, mountain ones more broad and tall, hill ones are normal, winter are immune to cold weather, fire are immune to hot weather, ice immune cold weather, acid people look like junkies.

Heights: human 5-6.3ft, human fem 4.11-5.9ft, Dwarf fem 4.5-5, dwarf 4.11-5.3

Gnome 3.5-4.5ft Elf 5.5-6ft, Half elf 5-6ft both genders, Halfling (halfwit) 3-4ft, fem 3-3.6ft, Kobold 4.5-5.5all, Goblin 3-4ft both, hobgoblin 4.11-5.6ft, Orc 5.9-6.7ft both, centaur 6-8ft height

Faerie 1-2ft, lizard man 6-7ft, Minotaur 6-7ft, Ogre 8-10ft, giant 10yard, Goliath 20(70ft)yard

†evil gnome only stupid levels of evil.

†one races has bonus subspecies, other classes have bonus subclasses/subtypes.†

*halfling could be named halfwit.

Race samples: hill human, cursed elf, half orc, magic dwarves, ice elves, dark kobold

Base stats 10/or - 4d3each, /38pick,/4d6each -1dice

Racial bonuses:

Human	+1str 2cha, +1diplomacy +1 escape grapple	Human are humans, any amount of muscle/fat
Half human	+1str +2 cha (cursed, magic human too), +1badmouthing +1 survival	Half human/cursed human / magic human have different look, visually
Elf	+2dex +1 wis, +1 detect trapped, +1 stealth, +1 detect attitude	elves have pointed ears, thin body build, with some muscle, no beards/stubby
Half elf	+2dex +1wis, +1diplomacy +1 detect trapped	less pointed ears, but more humanly, live shorter. Can grow beard
Orc	+2str +1con, +2 intimidation, +1 break, +1 badmouthing	Orcs have tusks and green skin, they barbaric but can live in civilization
Half-orc	Same as orc	Less green, teeth less big

Dwarf	+2con +1str, +1 lifting, +3 climb, +1 break **AC+1**	dwarves bulky muscular people with beard, but short height. And strong.
Halfling	+2dex +1cha, +2 any skill/job of choice, +3 pickpocket, +2 stealth, **AC+1**	halfling are midgets/hobbits what lives in anywhere, mostly they look young. Short height. Very scarce beards
Gnome	+2int +1wis, +3 stealth, +1 mounting, +2 rope swinging **AC+1**	gnomes have short height and look chunky, they live long, slightly pointed ears.
Demigod	+3feat 1lv,+3feats at 10lv, rare, any race,+3 free skill points	any race can be demigod, getting 3 more feats at level 1 and level 10, rare option
Kobold	+2wis +1dex, +2 lock pick, +2 pickpocket	kobolds have rat-lizard tail, rat ears, small horns, draconic jaws. They skinny.
Hellborn	+1int wis str, +3 intimidation	hellborn have misshapen heads and other defects possible (horns), they not bulky, but may have some demon blood (they count as demons)
Dhampir	+3wis -1cha hv, +2 any skill	dhampirs are wights, whose souls denied to depart into afterlife, eager rather dying in combat. (Half vampire)
Goblin	+1str dex con, +1 intimidation, +2 stealth **AC+1**	goblins are degenerate orcs, who has short height and even shorter temper

Hobgoblin	(same as gobl), +1 dodge, +2 climb, +2 intimidation	hobgoblin are in between orc and goblin, they can form society or a black market..
Vanara	+1dex cha int, +1 diplomacy, +4 climb	•vanaras look like half human half monkey, or long hair, they have tail which they can hide or can use for holding stuff (object below 6lb), other species: monkeyman (wild/unchanging ones)
Wolfman	(chaotic/evil) , +2 dodge +2 intimidation, +0attribute Free feat: sadistic	wolfmen are werewolves, ruthless predators but some cases they can live in society. Feral versions are having lycanthropy disease and attack on sight.
Frogman	chaotic, +2dex +1con, +1 crafting +2 jumping	frogmen universally hated by all around the world, some monsters predates on them, they look like frogs with human proportions. Most are outlawed. Or live in sewers
Leonidos	rare, +2str +1con, +3 climb +1 badmouthing	these lion headed humans living in mountains, and have their societies. They territorial.
Gnoll	(rare) +1dex str cha, +2 survival +2 dodge	Gnolls look like tanned human with hyenas heads. Complete uneducated and tribal life lead them to violence and sacrificial rituals. And cannibalism.

Faerie	(rare) +3int -1str, +2 deception +2 lie **AC+2**	small fae lives in the world, can use spells (lvl/3 max level of casting), size small
Minotaur	very rare, chaotic/evil, +3str -1dex, +2stealth +4lift	Minotaur have bull head and human body (bulky),size large
Birdman	rare, +3dex -1con, +1 jump +2 lock pick, **AC+1**	Birds and human hybrid, any kind of bird
Lizard man	(extra rare, unlawful) +1dex wis cha, +3survival +3 avoid grapple	Lizard humanoids
Draconian	(very extra rare, underground, can breath), +3str -1cha, +5 badmouthing	draconian are half lizard man half dragon, they can breathe cloud of their stuff, breathe only work once in 5rounds, breath (15yards away, 4yard wide, 4d6/10eff if wind knock back), they arrogant.
Kitsune	(very mega rare, chaotic) +2cha +1dex, +6 deception	half fox and half human, spirits of nature, druid casting (optional): lvl/3 spells
Gremlins	+3dex -1str, +3 find trapped, +3 stealth, +3 pickpocket, small size, **AC+1**	Goblin like things with pointy ears, mischievous, prankster, squat creatures.
Mermaid/merman	+2int +1cha, +3 swimming +2 deception	Human body, fish tail, swim 10, can breath underwater. Can shape shift (add legs) but it's 2hr, next time need to wash in water to use it.

Dwarf live 400years, elf live 1100, half elf 230, human 90-100, orc 80, halfling 97, gnome 270,

goblin 50, hobgoblin 66, kobold 75, half orc 85. Faerie(&fey) : thousands

Kitsune 500, Minotaur 120, gremlins 80, Wolfman/ Birdman/ frogman 75, draconian 170

-Stat pick mode•~

38pts, below 10 is 1pts=2stat, at 10-13 1per1,

Then above 13 is 2pts per +1stat.

Fire races take -4 fire +4 ice, ice take -4 ice +4 fire, electric take -4 electric, acid -4 acid, light -4 light +4 dark, dark -4 dark +4 light, Landscape races (hill, winter etc) get immunity to weather from the landscape

★when you have fire/ice/electric/dark/light/acid/mad/psychic subspecies/subtype, you can pick feats which require them.

IV: Classes and subclass

List of all classes: warrior, fighter, brawler, rambler, monk, wanderer, bulwark, slayer, scoundrel, dervish, bravado, master, virtuoso, lunatic, rouser, bard, hunter, gunslinger, cook, beekeeper, noble, alchemist, apostle, wizard, witch, druid, cleric, Pope, investigator, slave, summoner.

Prefixes/subclass (all classes can get those) : fire, ice, electric, acid, light, dark, winter, desert, forest, mountain, sea, hill, high, novice, island, magic, evil, death, berserk, Messiah(3item free/week from church), saint, drunk, psychic, mundane, moronic, heroic, mad. (Mundane get feat "mundane") (Saint use holy)

★heroic get +1 hero point on start. (Get only once)

But each class has its own other subclasses.

Example of classes: fire warrior, acid wizard, sword master +4

Classes don't give special stuff (like Pathfinder), you buy it by feats.

Class	Stereotype	Features	Skill Bonuses
Warrior	Barbarian, warrior armed to the teeth	No special	+1 intimidation +3 lift +3jump
Fighter	Street fighter or just mercenary	No bonuses	+2 dodge, +3 lift +2 mount
Wizard	Magician	Can use wizard spells	+3 knowledge, +1 deduction,+1identify
Wanderer	Vagrant	No special	+1 any skill, +2 acrobatics, +2 trap disable
Dervish	Rascal, hobo	Pick dervish feats	+2 insight, +2 dodge, +2 survival
Alchemist	Distiller, mad alchemist	Can brew, pick feats	+2 knowledge, +3 insight, +4 distillery
Witch	Hag, witches	Pick witch feats, cast witch spell	+3 lie, +4 knowledge, +2 identify
Monk	Ascetic,	Pick monk	+3 acrobatics, +3

	hermit	feats	escape grapple, +3 stealth
Slayer	Butcher, frenzied madman	Pick slayer feats	+3 jump, +2 lift, +3 break +(See below)
Apostle	Messiah, cult leader	Pick apostle feat, cast apostle spells	+3 identify, +3 Knowledge (choose any), +2 diplomacy
Scoundrel	Rude boy, ruffian, rogue	No bonuses	+3 badmouthing, +4 acrobatics, +4 deception
Bard	Musician, jester	Cast bard	+2 deception, +4 escape artist, +3 entertain
Rouser	Loud drinker, morale raiser	Cast bard spells	+Same as bard
Druid	Hermit, naturalist, forest dweller	Cast druid, pick feats	+3 survival, +4 knowledge (of choice), +4 animal love
Lunatic	Fanatic, cultist, madman	Choose obsession	+2 stealth
Master	Masters, the	Choose	+0 any

	best at it	permanent speciality +4	(But +4from)
Virtuoso	The absolute best, champion of	Choose permanent speciality +7	+0 any (But +7 from)
Gunslinger	Gunner Krueger, bandito	No special, pick feats	+3 swim, +4 rope swing, +4 climb
Beekeeper	Farmers, stinged by nature	Cast bee magic	+1 any, +3 distill, +2 insight
Bravado	Fencers, duelists, quick witted	Feats (Look below)	+2 deception, +3 intimidation, +4 detect attitude
Bulwark	Hard headed, tough one	Feat, no special	+3 push, +2 first aid, +3 intimidation
Brawler	Bar fighters, boxers	Feats	+2 dodge, +3 grapple, +4 acrobatics
Noble	Richest man, pompous	No special, play God	+4 diplomacy, +3 deception, +2 entertain
Pope	Pope, clergyman	Cast Pope, pick feats	+2 insight, +3 diplomacy, +1 identify

Investigator	Detective, snitch	Cast investigator	+3 deduct,+2 insight, +2 detect lie
Slave	Miserable, unfree	No bonuses	+2 cleaning, +4 detect attitude, +4 deception
Summoner	Circus entertainment, necromancer	Call friends that beat azz	+3 knowledge (any language) , +3 detect lie, +2 identify
Cleric	Doctor, surgeon, battle medic	Cast cleric spells, feats	+2 first aid, +2 lift, +1 willpower!
Cook	Cook, street vendors	Pick cooking feats	+2 cooking, +2 survival, +2 badmouthing
Hunter	Huntsman, huntress	Pick feats, pet for free	+4 hunting, +3 stealth, +3 survival
Rambler	Happy go lucky, daredevils, handyman	Pick rambler feats	+5 badmouthing, +3 rope swing,+3 escape artist

★Following classes get +1 attack each level up: hunter, brawler, fighter, warrior, gunslinger, bravado, scoundrel, monk, slayer, dervish.

Everyone else get +1 attack each three levels.

Every level up you get to select feat (for free, all classes)

Bonuses from level up given immediately, other than health update (health update after 5 hours of sleep)

(and if you get feats, they work immediately)

★Special benefits (1lvl)

Monk, Brawler +1 unarmed damage

Bravado +1 foil/rapier/estoc damage

Slayer : free charges in combat (no penalty for), no penalty to heavy weapon attack/damage.

Monk: first benefit from gods apply 50%faster

Druid, bard, hunter, investigator : can have free pet (pet upto lv 5)

Lunatic: can choose obsession (read later)

Master: on start choose a job/skill/weapon for +4 to it!

Virtuoso: same like master but it starts at +7.

Hunter, gunslinger: you do +1 ranged damage

Cook: three times per day your food heal your allies health and fatigue damage (normally it's 2 times)

Pope: give buffs at lvl 20, cost 50g, read blessings. Pay to God

Dervish: you get no penalty for exotic weapons and items

Monk: penalty for exotic weapons now -1-1 (ATK, damage)

★no multi class (unless enable)

Lunatic obsession: you can choose one job or weapon or skill, you will get +2 to it (weapons get +2 both to attack and damage) , you can change it every 6(six) hours!

Master: you can choose concept/job/skill/weapon, get +4(+4+4if weapon) to it. At level 10 it's +5, at level 20 it +6

Virtuoso: read master, but +7, and level 10 it's +8, level 20 it's +9

Support classes: cleric, rambler, bulwark, cook, beekeeper, bard, investigator

All subclasses:

Warriors: brutal (+it), jackasses (+it), mercenary (+0), knight (+longsword), cad, novice, mundane (+it), tough, exotic, oaf, drunk, death(necro paladin) , heavy, wind, holy(+3vs unlawful), primitive (+1+1with primitive wep), butcher, soldier, gladiator, religious

Fighter: street (+fistfight), bar, cad, novice, mundane (+it), tough,exotic,primitive,oaf, drunk, wind, holy(+3vs unlawful), jackasses, pirate (+1 with short sword and guns), heavy, soldier, gladiator, mercenary

Master / Virtuoso: any weapon, profession, job, skill, saving throw, concept, knowledge, language(+4/7new languages?)

Cleric: war (each other lvl+1atk instead of 1/3), novice (wiz), high

(wiz), drunk, wind, mercenary, primitive (drawback: all spell 2x required lvl), nursemaid (cleaning +5 job, first aid +3, feat), evil

Pope: wind, evil, demonic, war (see war cleric), novice (wiz), high (wiz), holy, mythical, scheming (see noble), cultist (can sacrifice any), primitive (+5vs non living objects), warden (+pommel feat), drunk, baptism (can turn someone into religion, for benefits for u)

Lunatic: any basic, maniac (+2 one job), mad, mundane, high (+1 obsession), novice (each 1hr can change your obsession,6hr base)

Slayer: tough, jackasses, brutal, novice, mundane, exotic, monster(+4vs monster feat) , grave (+4vs undead), drunk, wind, demon (+3vs demon, goblin,ogres,devils), iron,beast (+4vs animals), ogre slayer (+6vs ogre, giant), giant slayer (←), heavy (+heavy arms feat), butcher (get this feat)

Hunter: bounty (+1×lvl gold earn by doing it), monster (vs monster+4 feat), petite (+1pet), vampire (hunter, +3vs any undead), poacher (vs animal +4), exotic, jackass, tough, weathered (weather -6 DC on u, feat), throwing, demon (hunter, vs demon +4), falconer (as is, pet falcon, pet +1+1), dawg (dog pet, he +2+2), rifle (u using rifles to hunt, 50% discount for buy ammo)

Druid: petty (+1 pet), primordial (no bullet, volley etc, +2mp), novice (wiz), high (wiz), fruit (free fruit feat), animalistic (+bear skin), berserk, primitive (no magic use but animal! &fruit one. +1eff), tough, evil, blood

Summoner: chthonic (can call aberrant), mythical (max lvl sum /2), evil, demonic (lv/2), psychic (psychic can call), magic (can call ele), floral (can call), cave (call from underground), death (call undead! Max 15lv..)

Gunslinger: vigilante (+3vs lowlife), desperado (+2reload gun feat), pirate, headhunter (1×lvl g), deadeye (free gun added), novice (only pistol, +2dm), high (>12yard +3dm by rifles)

Wizard: drunk, wind, berserk, familiar (2 familiars now), magic (free mag DM), chthonic (can cast these),mythical (can cast), high (+2lv spell, -1mp), novice (can't use 9,10lv spell, +2mp), blood, wand, powerless(can't cast until 5lv or until it healed), death, white (can't possibly hurt good people), goldsmith (use gold to cast if no mp, 2gold per lvl of spell if met req lvl), illusion (DC +2 illusion)

Witch: familiar (+1), blood, high, novice, drunk, berserk, wind, cursed, magic, death, chthonic, white (can't possibly hurt good ppl), devilish (can get +5 diplo with devils), warlock (spells halved physical harm versus others but all skills +5 DC), occult (can sacrifice someone for monster servant)

Alchemist: familiar (+1), blood, high, novice, drunk, death, wind, alcoholic, junkie(feat druggie, make pills, drug), distillery (+distill feat (+2alchemy)), metal (iron arms feat +1ac)

Brawler: bar (pommel), drunk, pub (makeshift), bouncer (fistfight), novice, high, wind, brutal (BRUTAL), jackass, mundane, tough, cad,

holy, berserk (ofc), street (proactive).

Bravado: Matador(charge +3/if at) ,musketeer (feat it), drunk, brutal, wind, psychic, mundane, moronic, fencer (swordplay free feat), vigilante (+3vs unlawful), champion (free courage +3will), gallant (+3diplo vs O. G.), duelist (parry), mountain (+knife fight)

Bulwark: iron (+heavy metal feat), wind, drunk, bodyguard (can take 5dm from ally DM take), springboard (feat for shield jump), tough, oaf, high (all ally take -2), novice (you ac +1 with shield,feat), winter (no winter DM), moronic (gain shield skate board feat)

Noble: exiled (+2dex), runaway, cad, rich, gallant, scheming (+4lyin, +4insight), charlatan (+4 conceal, +8 hide identity/disguise), eccentric (+5 lying), petty (+1 pet, upto lvl 5), mad (+free madness!), evil, conniving (+6 diplo with evil), merchant (10%discount feat)

Slave: runaway, gladiator (each 2lv +1atk), abused (+3 non combat), free (no bonus), novice, high, trained (training feat, wooden sword), traded (currently is), ungrateful (+4lie)

Cook: novice(only 1restore but +1max), 0high, chief(+3restore but 1max), dessert, keto, vegan, drunk (your booze lv +1), mad, tough, primitive (raw food +1lvl, still can add spices), winter (ice cream lvl+1), desert (bugs/snake eat +1restore), hill (eat frogs +1), sea (sea food+1, it all works on allies too)

Scoundrel: thug, rascal, rogue, blackguard, thief, burglar, cad, jackass, novice (+1dex), high (+3talk), bandit, leader, highwayman,

drunk, pirate, charlatan, ruffian, assassin, wind, brutal, noblesse (bandit noblesse, +4talk vs lowlife)

Rambler: jackass, mundane, wind, drunk, tavern

Beekeper: aphids (have bag of bees), myrmidon (have bag of ants), honey (have honey, can craft mead DC 13)

Apostle: chthonic, death, wind, blood, magic, animalistic(flavor), demonic(fl) , devilish(f), fiendish (f), ghostly (fl), high (as wiz), novice, war (f/+war pigs), poverty (f), plague (f), nature (+survivalist).

Dervish: ascetic, drunk, wind, mundane, dancing(+4dancer job)

Wanderer: wind, beggar (+1+1staff/shillelagh, feat)

Monk: ascetic, frog style, dogfight (underdog), wolf style, tiger style, mantis style, crane style, dragon style, snake S, boar S, horse S, archery, ninja, chastity vow, poverty vow, exhibit V, bear S, exotic, rabbit S, drunk, venom S, iron Fist, iron head, ironbark S, turtle S, monkey S, bull S, zealot (first bonus u get always from God), lion style, silent (silent vow).

Rouser/bard: fire (fire song, songs can get twice), ice (ice song), electric (storm song), loud (it 2dm song), acid (disturbing song), battle (battle song), war (war s), love (l s), light (light s), dark (dark s), mad (confus s), brutal (b s take+1), clownish (+5 entertain), skald (on u buff/songs +2effect, buffs still working on allies)

Investigator: deduction, detective, sniffing, evil, perceptive, brainy

(+strong will), deceptive, awful (+sadistic), psychic (free telekinesis feat), high (all n c +2), novice (+1 focus for spell), drunk, earful (+8 hearing, sneak against u -8), jackass, lawful, chameleon (+6 disguise/hide identity, feat)

★if you pick drunk u get benefit from being drunk (to magic too)

*MP gain: +1 at 3/6/9/12/15/18

†Focus gain +1 at 3/6/9/12/15/18 (base +2)

‡apostle +1lvl req for bullet, volley, arrow, etc

#mp: cleric 4,pop 3,wuz 3,sum 3,alc 4,witch 4, druid 4,invest3, rouser/bard 2,apo 2,bee1mp

Character backgrounds 2: (pick one or two) (stub, no benefit)

Homeless	Badman	Tough life	Outcast	Rich
Soldier	Goodman	Craftsman	Exile	Nomad

Barbarian	Drunkard	Guardsmen	Religious	Pirate
Commoner / Peasant	Gentlemen	Servant / Slave	Raised by animals	Cutthroat / Bandit
Mercenary	Merchant	Thief	Traveler	Hero

★soldier can pick feat "cannon fodder"

Berserk classes have ability "**rage**", to activate inside battle to make reckless attacks get 2x bonus (+2+2 become +4+4, and so on, enemy can use it - if they are berserker), but also double the AC penalty from reckless attacks.

Reckless attacks: +2+2 (hit, damage) but -3 AC penalty until your next round.

Defensive attacks: +2 AC until your next round, but -2 to attack (hit).

Cleric have to take "Hippocrates oath" and never heal evil people and never hurt good people. Or your casting be taken away by deity. Even if you didn't have deity. But if your deity neutral you can avoid punishment. And **evil clerics** can't hurt evil people and must not heal good people. Etc. Deity give one chance of failure (no penalty).

Summoner have ability to call creatures, but it call 1 per round and required action point (spell), (it's not attack), but with limitations by maximum number summoned. And he can cast summoner spells. You need to recognize some creature before call it (ex: desert

summoner can call scorpion) (max summon lvl is your lvl) (but some summons count as two, three. 1-3lv cost 1, 4-7 2, 8+ cost 3, elementals *2 cost, if u can call these) (summons can atk right after)

Alchemist can make potions/drugs. **Druid** can craft infusions.

Witch can brew potions and do rituals to get power

V. Feats and spells. & Combat

Q: Can I take same feat twice? A: no, unless got it from subclass (ex: jackass fighter takes it twice it be +10)

Common denominator: 1/b 1/f= once per battle, once per fight, +0+0(+to attack and damage), AC = armor class, atk= attack (to hit), DM= dmg, non combat=all skill/jobs, range (skill/attack range in yards),lv / lvl = your level.

Req = request/required, non lethal: fall asleep if =maxhp

General feats:

Jackass (+5atk hit first round)
swordplay (+1+1with swords)
Butcher (+1+1 with large sword &axes)
Axeman (+1+1 with axes)
Marksman (+1+1 all ranged)
Gunter (+2 dm with guns)
Spearheaded (+2dm charges, or when at u charged - deal it)

Exotic (+2+2 with exotic,no penalty with exotic weapons.)

Handyman (+3non combat non talk)

Sadistic (+1dm any)

Brutal (+1dm atk)

Monster strength (10lv req, req sadistic, +3+3)

Upyr (crit heal u 3hp,req sadistic)

Nyctophile (+4+4 combat at night, +4non c too)

Fischer (+1+1with fishing rod and harpoon)

Fistfight (+1+1 unarmed, even if wep)

Knife fight (+1+1with knives)

Monster Hunter (+4vs Mon)

Demon hunter (+3dmg vs demon)

Oaf (+2str -1dex)

Vampire hunter (+4vs vampire)

Giant/ogre hunter (+6vs giant and ogres)

Whippersnapper (+1+1with whips)

Pommel (+3non lethal when u deal it)

Blackjack (5lv, +1dice with non lethal weapons)

Pirate (+1 with short sword and pistols)

Musketeers (+1with guns and rapier/foil)

Iron Fist (+1+1unarm)

Crowd control (+5 vs swarms, army, etc)

Swingarm (+3dm with ready atk)

Sword Master (15lv req, +5+5 with swords)

Poisoner (+2¶ for poison u apply, non law cleric)

Half sling (halfling, +1dice with slings vs bigger enemy)

Axe Lord (15lv req, +5+5 with axes)

Hammerer (15lv req, +5+5 with hammers, whips)

Bashers (+1+1 with maces and blunt weps)

Fist of steel (+5+5 unarmed, 15lv req)

Cad (cad subtypes, can use reckless without loss of ac for one round - once per battle, 10lv= twice)

Iron arms (+1ac, -2take dm)

Drunk fight (+1+1 if drunk)

Drunken Master (req 6lv, +2+2

if u drunk, apply to magic too)

Large-scale (u can carry two handed in one hand, req 20str)

Adv reckless (+1+1 for reckless atk)

Bullfighter (lv req 8, +2+2 to reckless)

Toughness (+10hp max)

Bearskin (req non mag, +10temp hp first round)

Hardback (+3fortitude)

Lightweight (light armour +1ac, +1+1combt)

Middleweight (med armor +1ac, no -move)

Heavy metal (heavy body armor +1ac, +1move point in it)

Heavy-duty (heavy wep no penalty to atk/dm, dwarf and kobold can use heavy wep now)

Shielding (+1ac if u have shield, -2dmg take)

Beggar (+1+1staff/shillelagh atk hit/DM)

Poles (+1+1 with poles weps)

Animal cruelty (+4vs animal)

Fightback (+1+1 on 1round)

Underdog (atk +3+3 at 3round in

fight)

Dark horse (req underdog, atk +4+4 at 4round in fight)

Rocky (req dark horse, atk +6+6 at 7round in fight)

Quick (can do additional attack action,1/battle)

Quick shot (can do additional shot, 1/battle, ammo or reload still needed)

Quick throw (throw some, free, 1/battle)

Deadly strike (add to 1 attack +5+5, 1/battle)

Deadly shot (add to 1 ranged +5+5, 1/battle)

Deadly throw (add to throw +5+5, 1/battle)

Lionhearted (+2str)

Holistic (+3vs unlawful)

Superstition (+3dm if u sacrifice animal before fight)

Tiger frenzy (lv req 15, +4str,+maximum)

Fox dexterity (+2dex)

Snake eyes (15lv req, +4dex, +maximum)

Crossbows (+1+1 with)

Owl Providence (+2wis)

Worldly wisdom (+4wis, lv 15req,+maximum)

Ox heart (+2con)

Behemoth resilience (lv req 15, +4constitution, +maximum)

Brainier (+2int)

Peacock hustle (+2cha)

Secondhand (can do additional one unarmed attack each round, lvl req 3)

First aid (+3 first aid, +1survival)

Proactive (+3initiative)

Strong will (+3will)

Overpower (u crit min 2x, lv req 15)

Unarmed (+1 unarmed armor & +1atk unarmed)

Survivalist (+6surv, +3cooking)

Camper (+5surv, +1wisdom)

Sneaker (+4sneak/stealth)

Rogue (+4pickpocket +2sneak)

Thuggery (+4 talk with lowlifes)

Nobility (+3 talk with rich/nobles/aristocrats)

Fearless (fear -3dc against u)

Golden shoe (+3 dm vs poor and lower)

Robinson (+6survive on island and sea)

Gobin Rood (+3vs rich/aristocrats)

All eyes on (+3perc)

Training (+1atk hit)

Strong arms (req training, +2atk hit)

Psycho (talks+3)

Bloodletting (+2bl for attacks, min lvl 3)

Mad skillz (Req mad, Non combat +6 one, 1/d)

Crit threshold (-1crit threshold)

Enhanced crit (+6dm crit,-4req auto crit ,50->46)

Coward (+1ac if use defensive fight)

Makeshift (no penalty for fight with random item, +2+2with it)

Makeshift II (req 1,another +2+2, and u can use action to aid ur attack by push to near object, trip attempt +3dm,it free)

Take aim (+1+1 ranged any)

Maim (atk if hit - reduce atk by 3,ac by 1, 2roun)

Maim II (maim is -5atk -2ac now, req maim)

Crippling (atk hits reduce move by 3 ac by 1,3rounds)

Cannon fodder (+5 do DM, +5 take dm, req soldier background or subclass, can pick twice if subclass)

Flank (+2+2 if u flank enemy)

Advanced flank (another +2+2 for it +work on ur ambush)

Scheming (+4 lyin +4insight)

Conniving (+6 talk with evil)

Gallant (+3 diplo vs O. G.)

Amazing ambush (it add +5atkdm for u)

A team (ur ambush apply to all ur team, who isn't in battle rn)

Heavy arms (+1+1 with 7lb+ weapons)

Chemist (+2 alchemy)

Barely scratch (+4fort, 8lv req)

Wep focus (choose, it +2+2, only 1/year. 5lv rq)

Motormouth (+4cha, +maximum, lvl 15 req)

Intellectual (+4int, +maximum amount, lvl req 15)

Piety/Deity (choose God to worship,u can betray this God.)

Class feats:

Adrenaline (+1dm attacks after get hit in fight, slayer, max+10,resets after)

Keto (cook, +1str dex con 1hr for ally eat ur keto food)

Sniff investigation (req sniff, sense certain smell in 45yard around you)

Lichdom (death wiz or summoner 20lv, u can craft phylactery 50diamond 450gold 67 corps, but ur reputation tarnished -30 with everyone who see u are Lich)

Retail call (summons last +1 battle, sum)

Summoner surge (sum, u can call 7+X summons at once, x is total, but only 1/d, it ignore cost under 4)

War pigs (any magical, u get +1atk each two levels, instead of 1 per 3lv,

at 2,4,6 etc)

Vegan (cook, +1wis cha int for ally eat ur vegan food,1hr)

Brutal sing (bard, enemies take +1dm from everything, 10range)

Dessert (cook, ur dessert give +2ms for 1hr)

Cooking surge (cook, cook 2 at once OR one food in 1minute,1/d)

Seafood (cook, ur seafood restore +1)

Dissection master (cook lv 15, u can see weakness, pinpoint it for +3+3 everyone vs this enemy)

Raw meat (cook, ur raw food restore+1)

Dog hunter (hunter, +2+2 dog dm, pet dog)

Falconry (hunter, +1+1 falcon dm, falcon pet)

Bloodshed (slayer, +1+1 vs bleeding ppl)

Gunpoint (gunslinger, point blank +2 to hit, point blank= adjacent to you)

Heated argument (gunslinger, guns in

point blank +1d6fire)

Western (gunslinger, pull guns is instant and free)

Reloaded (gunslinger,+2reload)

Croaky food (cook, frogs eat +1 restore)

Food truck (u can craft wheelbarrow to sell food, cook)

Parry (bravado req, waste your atk to parry enemy atk melee)

Primitive (druid, no other magic use but primitive animal one! +1eff)

Twist the blade (non magic class, +1d3 dm if u move after successful melee atk)

Bee happy (can make mead from honey, DC 13, beekeeper)

Buckshot (gunslinger, using shrapnel can hit +1target, roll hit/dm for them)

Chthonic summoner (can call aberration, max 15lv)

Summoning (+1max summoned total, sum)

Call to arms (req summoner 3lvl, can call spirit wep +1)

Death call (can call ghosts,undead, max 15lv, sum)

Demon call (demon Sum, can call demons, maximum level= half your lvl)

Mythical (mythical sum, lv/2 call)

Floral (u can call these, summoner)

Psychic call (can call from psychic,sum)

Cave call (call from cave/underground, sum)

Hot potato (shooting small and tinier is +3+3)

Gunman (gs/pirate, +1+1 with guns)

Jackrabbit (+1yard jump aid from ur rifles)

Zodiac (gunslinger,reload not a 5move but 1move cost)

Healing hands (cleric,5heal at 5range,free action,1/hr)

Pain shield (evil cleric, reflect wounds back to enemy, u still take

them, 3r, 1/b)

Renaissance (Pope 5lv, revive one dead player character,1/d,5yard)

Bastion (+3 ac on 1round, bulwark req)

Ambidextrous (can atk by other hand, -3-3 it, once per battle)

Shield slam (bulwark, +3hit if charge w shield)

Aggravated (bulwark, lv2, +1aggro on u)

Anger magnet (bulwark, lv 5, +1aggro on u)

Bring it on (bulwark 15lv, +1aggro on u, aggro= forced to hit u X attacks/r)

Bloodlust (slayer 3lv, +4atk dm per 40lost hp)

Powerhouse (warrior, fighter, slayer, +1dice for first atk you do, if miss then it lost. 1/b)

Bloody fists (brawler, 10lvreq, +2 attaks unarmed but it cost 20hp,1/b)

Petty (req class type, can have another pet)

Break anything (R rambler, breaks any object like a door, don't work on mythical,1/d)

Open anything (r rambler, open lock, don't work on mythical,1/d)

Lie anything (r rambler, you get +40 to next lie, 1/d)

Wolf style (monk 3, grappling do 2bl, +2initiativ)

Snake style (monk 3, poison do +2¶,can apply it on finger)

Rabbit style (mo 3, FL +5nonletal)

Boar style (monk 3, enemy charge at u take 4dm, ur charges +2dm)

Ironbark style (3m, nullify crit against u,1/d)

Bulbil (bulwark, 9lv, nullify one crit against u, 1/d)

Bear style (mo 3, heavy wep is +6likely to crit vs prone enemy, 2/b)

Lion style (mo 3, poles +3 initiativ, +1str)

Venom style (mo 3, u can cure venom from u, ur venom +3dc to cure)

Bull style (mo 3, can use two spears when charge, second get -3-3)

Turtle style (3m, +3ac if enemy use flank/if ur shield at spine)

Escape anything (r rambler, next dodge/escape artist is successful,1/d)

Steal anything, r rambler, your pickpocket success,1/d)

Jump anywhere (r ram, if u has at least 2yard jump aid, it tripled now, 1/d)

Sneak anywhere (r ram, any sneak successful,1/d)

Hide anything (r ram, can hide anything, conceal it or urself, 1/d)

Discover anything (r ram,any rumor,req 1hr,or where certain place/ppl, 2/d)

Bargain anything (r ram, any +1 item get 50%discount, 1/d,lv 2req)

Provoke anyone (r ram, badmouth and make target dash 3yard towards u, 1/d)

music DM (+2music/song DM)

Fire song (fire bard, 2fire, if fire bard then can get twice)

Premeditation (invest req, +70job after spend week of thinking)

Ice song (ice, 2ice dm, twice get then it do 4)

Storm song (electr, 2electric to all enemy 10yard)

Loud song (2dm +your music weapon,area)

Love song (1, +1 fr subtype if got, enemy reduce DM)

Battle song (+2attack +2attack DM, all ally, can get twice if you have battle subclass, uses action)

War song (+1ac +1atk dm, ally buff, can get twice if you get subclass)

Forest song (50% animal charm chance, single animal)

Rat song (charm rats, if they less you lvl, area)

Distraction song (-2focus area, req bard)

Disturbing song (2lv, req bard, horrify 15dc)

Confusion song (3lv, bard, confused DC

15)

Cacophony song (one enemy minimum - would atk u! 20yard)

Dark song (req dark bard, 2dm 2¶,bard,area)

Light song (req light bard, 2dm, blind 10 dc)

Horse style (3lv monk req/no if sub, +4kick dm)

Mantis style (monk 1,crit maim target and 2bled)

Scorpion style (3lv monk/sub, u can use rope dart to pull enem 5yard to u,and free stab by dagger after)

Monkey style (monk, 3lv/start, +4grapple +6climb)

Dragon style (monk 3lv, can jump aid by pole and attack from jump, do +3 with that)

Tiger style (monk 3lv, +1bleed by unarmed)

Frog style (mon 3l, can unarmed poison apply, +5jump skill)

Crane style (mnk 3l, u knock back 2 at

will)

Iron head style (headbutt +4 dm)

Bamboo fist (lv 15 monk, deadly strike is increased by +5+5)

Life twisted (slayer, when dead, act one round more, mindlessly attacking closest enemy, 1/b)

Sloth stance (you can roll in combat for just 1move point,but need pronounce stance, 1only active at time, dervish 5, range 5yard)

Elephant stance (dervish l5, take -5)

Raccoon stance (dervish 5lv, pickpocket +7)

Tarzan stance (free grappling hook throws. Dervish lv5)

Gnatcatcher stance (catch thrown objects, 13dex DC,dervish 5)

Hogan (brawler, 15lv, u trips +3dc,grappling +3)

Ascetic (req monk/dervish, can't use magic weapon and eat good food, but +1 add to one some skill/job per lvl)

Chastity vow, (monk, u can't have

xxx/hug, or this disabled for 4weeks, u get +5 non combat, and +5 non lethal dm)

Exhibition vow, (monk, can wear at most two items (clothes/armor),but +6rep with everyone and +3unarmor ac)

Poverty vow, (can get free 3items per week(10sp max price), must not have above 3gold on u (Inc items), monk)

Silent vow (+1all attributes if you hold silence. can use gestures)

Wizard vow (monk, lv 15, if u never had xxx, and u not young - u can use wiz spells below 6lv, 3time per day)

Bulletin (gs,ur bullets reduce speed by 2, all speeds)

Beehive (can make beehive backpack, beekeeper)

Born in shirt (Brav,-5dm from crits at u)

Athleticism (Brav,+1dex +1str)

Coverup (bulwark, u take 5dm from ally taken dm, by blocking the way, choose one ally, Δ react during combat)

Bushwhack (hunter, u have sight thru bushes)

Zung Duh Boxing (monk 15lv,stun target,DC 25 con to avoid,2/d)

Weathered (hunter, weather -6 DC on u)

Retrospective music (bard 5lv, song effect work at round 0,if u will sing)

Magic feats:

Houdini (+4non lethal dmg for spell)

Hocus pocus (+1dmg dice for non lethal spell)

Familiarity (req class type, can have another familiar)

Family member (+2focus per familiar u have)

Family magic (ur familiar can cast lv<5 spells, lv req 19, has 7mp)

weird magic (req moronic wiz, weird magic 5use/day)

Holyhead (magic user, can use holy type)

Impenetrable bush (Druid, make

bush/grass very thicket and 3yrd high, 6*6yard, 6minute, 1mp, u and allies still can walkthrough it)

Miracle (lvl 15req, magical class, can add 20 to anyone roll OR revive recently 2hr dead,1/week)

Lesser wish (lv 15 magic class, can do small wish, cure diseases/madness/poison, 1/week)

Infusions (Dr, now u can make infusions, they only last 30min after make, they are drugs 0addict)

Magic DM (+2spell DM)

Wish of nature (Dr, 10lv, can stop any weather, even magical storms,1/d)

Water to wine (apostle, 1gallon/hr)

Whiskey to urine (bard/rouse/invest, turn 1cup of booze into piss,5range)

Play tune (bard/rouser, animal dance 1minute (0other actions),1/hr,3lv req)

Magic surge (1/b, wizard and apostle, u make one spell powered, mana 0 after that, add +max mp and focus as bonus DM)

Druid surge (Dr, you spell get double area effect or DC, after use u have 0mp, 1/b)

Witchery surge (witch, u spell +3dc , mp 0 after, 1/b)

Elements summoner (can call elements creatures, and elementals but they 2x cost)

Elements magic (can use fire, ice, electric, in ur magic casts)

Bile magic (evil/dark mag, can use acid, poison for u magic)

Celestial magic (mage, can use light/dark for ur spell what can select it, ex: bullet)

Healings (+4 all heals, Pope, cleric)

Fearful (u fears +2dc, any magical)

Magic carpet (see text)

Mana + (any with Mana, +1mp)

Mana enhance (+2mana max, req↑)

Mana overflow (+4mp, req)

Little helper (u familiar can open locks +7)

Animus (witch, animate object, max 5, it can do your tasks)

Focused (focus +2)

Overzealous (focus +4, lv req 6)

Magic overload (+5dm magic, 8lv req)

Magic overdrive (+2lv max casting, 1/d, lv 4 req)

Magic look (any mage, +13disguise urself or ally by magic , last 2hr, 1/d)

Magic trick (non harmful mag +6 focus, 2/d, req mag class)

Magic word (the target object open, if no mythical,2/d, req mag/mag class)

Magic wand (spells +1+1 if u hold a wand)

Magic show (cause magic show, +5stealth vs these affected by it, and +5 hide identity,10*10, 2/d,rq)

Exotic fruit (lv 5food, 2/d max, cure 1aliment, druid)

Magic cabin (druid, make cabin for 5hr, 1/day, outside it +8 harder to spot it, 3x3x3 yard)

Bearly (Druid, +2atk for bear paws/animal form)

Primordial (Druid, your magic primitive, can't use some)

Pills (u can make pills, alchemist req)

Magic rope (tie rope around someone neck, 1/d, magic sub, of magical class)

Death touch (5death DM, req death wizard / witch, effective even vs undead)

Torrent (sea, magic affiliate, make torrent 3*3 6high, 2d6nl, raise ppl up &drop down, lv 4)

Magic eye (15yard,see what it see, 5min, 1/hr)

Droplet (Dr, get direction to nearest spring,1/d)

Holy touch (Req cleric/holy/saint/pope, Do 5 to undead, 5range, cost action)

Holiness (+4holy effect, req holy/cleric/pope/saint)

Holy shield (shield, +4ac vs undead,3min, req holy/saint)

Rite of devil (witch, u devil rite will succeed, 1/week)

*tips: if you have magic race u can pick some of these things (not all)

*tips: you can use some spells with

different elements/types.

List of these spells: bullet, volley, arrow, spear, ball, fusillade, storm, meteor. (It changes damage &effects)

(Ex: holy volley, ice meteor, thunderstorm)

★your basic affinity give you right to cast these versions of spells (ex: fire human/fire wizards can use fire volley/etc)

Subtype feats:

Fire touch (req fire subtype, 5dm 5yard range, action)

Ice touch (req ice, 5ice DM, 5yard range, action)

Electric touch (r electric, 5electr DM, 5yrd r, take your action)

Acid touch (req acid, 5acid DM, 5yrd, action)

Light touch (req light, 5light DM, 5yrd, can blind DC 13 perc)

Dark touch (req dark, 5dark dm 5yard,heal u by 5)

Evil touch (req evil, 5evil dm, 5r, Will DC 13 put fear)

Wind touch (req wind, knock back 5yard, 5r, action)

Icicle (req ice, 6ice DM, 30rang, 1/b)

Fireball (req fire, 6 lvl, shot fireball 3d6+6, 40r 6aoe, 1/d)

Dark tendrils (req dark, do 2d4+1 dark, 10range, 1/b)

Light bulb (req light, non combat 4range light, 60min/day, free turn on/off)

Electric zap (req electric, 6dm 10r, touch, 1/b)

Fire spit (req fire, 6fire dm 6rang, 1/b)

Ice spit (req ice, 6ice dm 6range, 1/b)

Thunder spit (req electric, 6dm, 6rang ,1/b)

Acid spit (req acid, 6dm 6rang -1ac 1round,1/b)

Fire sword (+2fire dmg to attack, cover your weapons, can use for free)

Ice sword (+2ice dmg to atk, use free)

Wind sword (+2to hit, get from eff, +2knobak if want)

Electric sword (+2electr dmg, free activate)

Dark sword (+2dark +2¶, free)

Light sword (+2light, 10dc blind, free)

Acid sword (+2acid, free, -1ac, ←can add eff)

Firecracker (+4fire eff, work on "swords")

Icebreaker (+4ice eff,work)

Electrical (+4electruc eff, work)

Acidify (+2acid eff, work)

Darkest (+4dark eff)

Lightly (+4light eff)

Windbreaker (+4wind skills eff)

Fire shield (req fire, +2ac, +5fire reflect, must use to gain bonuses, using cost action, 4r)

Ice shield (require ice,+2ac, +5ice reflect, can

get eff, 4round)

Electric shield (req electric, +2ac, +5electr refl, 4roun, act)

Acid shield (req acid, +0ac, +5 acid refl, 4round, cost action, refl enemy -1-1 for 2round)

Dark shield (req dark, +4sneak, +5dark refl, 4round)

Light shield (req light, +2ac vs undead, +5light refl, 4r)

Magic shield (req magic type, mag immune 3rounds)

Wind shield (req wind, +4ac vs projectile, 2knobak melee, 4r, action)

Tailwind (req wind, fly 10yard any direction, 1 per 6hr)

Magic carpet (req wizard/magic tag, can use magic carpet 4hr per day, 30mph Fly, 4*6yard, lvl req 9)

Carpets magic/ Boeing (req 19lv + mag carpet, can use carpet 19hr/day)

X punch (fire, ice, electric, dark, light, psychic, wind,evil,but request monk/brawler, and it's +3, work like "fire sword" But close quarter, unarmed/unarmed wep only)

Psychic sword (+2to hit)

Psychokinesis (+4psych eff)

Psychic punch (psy brawler/monk, +3hit)

Wind punch (wind brawler/monk, +3 attack hit)

Telekinesis (req psychic, can try disarm DC 15 it fly toward u, or move unattended object 5yard to

u, 3/d)

Psychic shield (psychic r, shields from mind control for 3round/minutes, u can use non combat)

Magic bullet (req magic, 2d3+3 blunt dmg, 1/hr)

Ice floor (ice, lv 5, make slippery ice floor, 4*4 yard, trip +4 easier on it, trip cause stun, 4min, ppl below 11dex auto trip check)

Pyrokinesis (psychic, 4lv, u can ignite stuff, do 1d6 3rounds, objects catch Burn ailment, range 13yard, 1/hr)

Firebrand (fire, 2lv, u can do 2d6fire 2rounds, 1/hr, single target)

Fire volatile (fire, lv 15, auto, burnt enemy do 2d6fire 4yard on ded, don't hurt ur ally)

Ice blood (ice, 15lv, u take -15fire dm, bites 5ice to biter)

Electric heart (electric, lv 19, u can restart ur heart beat, 1/week after death save failure, u have 6minutes)

Death watch (death, lv 19, gain death watch ability, 1/d)

Acid spill (barf acid pool 6*6, 2d6on step, 5r, 15lv acid)

Joan of arc (mad 15lv, can turn five <3lv npc into ur loyal companion)

Richelieu (soldier background, lv 15, u can have one army under u control, max lv 3)

Cursed touch (cursed, lv 5, target -1nat roll, 1hr)

Mad scientist (mad, +2int per madness)

Magic strike (mag, on atk hit u next cast -1mp)

Hill shield (req hill, protect from stuns, +2 AC, 2round, action)

Mountain shield (req mountain, +2 AC, 3round, rocks, action)

Winter shield (req winter, immune cold weather 5minutes, take -5ice, action)

Sea shield (req sea/water, breathe water 3minutes, action)

Blood sworn (blood req, sword, pay 2¶ to get 3 vampirism against living for the battle, affect all melee,free use)

Blood bullet (blood req, do 2d6, cost 2¶, cost action)

Psychology professor (psychic, read book from 24yard away, 1/hr)

You can get these if u have subtype.

And race types can get it too. (Fire kobold can get fire spit, etc)

Landscape races (hill, mountain, winter, etc) are touched by nature.. Or something

¶ - mean fatigued/exhaustion/wound

Fire/ice/etc effect adds up to all abilities of this type (&to acid reductions)

Reflect = enemy take it after melee attack against you

Utility feats:

Mercantile (10%discount in shops)

Midget throw/Cannonball (can throw midget, dwarf, gnome, goblin, halfling, young elf, 5yard range +str modifier, do on contact 5dm, and kobold, gremlin)

Dwarven liver (dwarf, poison dm -1at u, Inc -1¶)

Orcish grits (orcs, use fort when use will,at will)

Gnomic luck (gnome, add +1 to nat roll, 1/d)

Halfpenny (halfling, when u crit fail outside of combat, it just fail, 1/d)

Shield skateboard (u can skate on shield, flat place 10yard, grass/sand 3yrd, downhill 30yrd/round(infinite), dex 9 to maintain,can skate on army head)

Drinkin (can sip 1 anything anytime,free action)

Mundane (get +1 to chosen attribute, and to maximum)

Mountaineering (+4 all related to)

Woodhouse (+4 all related to forests)

Deserters (+4 all related to desert)

Seaside (+4 all related to sea, non combat↑)

Shield springboard (u can use shield as springboard, aid others jump by 3yards in length, 1yard in height)

Charity (give alms get rep with them to 10)

Heroic efforts (+5 to ur hero point value added)

Heroism (+1 hero point free per year, lv req 15)

Skid row (walk water first 1yard)

Ballerina (walk through dangerous area, if not stop round at it - no penalty)

Tailbone - kobold can use tail for wielding wep, if it under 7lb (and other 10int ppl with tail)

MVP (lv 15req, another **15%** discount for u!)

Bilingual (learn another +1 language for free, still need some tutor for few days)

Mogul (u can get upto 7 hireling, normal it is 3)

Politic (u can bribe anyone,to do task, 3g *lvl of ppl *social standing (1-8), ex: 1lv marginal 3*1*2=6gp)

Overprotective (can carry two shields,-2ms)

Jogging (+3movmnt, +1mph)

Marching band (+2move point,+1dex)

Flying sandals (+5movement points, 15lv req, only +2 if with heavy armor)

Cleanse (cleaning +8 req, u can clean one blotch from ur clothes, non magical, 10second)

Forensic investigation (alchemist req or invest,DC 20)

Butler (diplo 4 req, +4diplo with strangers)

Evergreen (surv 12req, u can make branch clothes and houses)

Rough patch (orc, can conceal object by cutting urself open)

Rock soup (can eat inedible and poisonous, but it maximum 1lv food)

Munchkin (if rope swing= can do one free kick)

Mad efforts (mad type 5lv, one skill use cost 0 pts, 1/b)

Nursemaid (cleaning+5, first aid+3)

Utility feats are weird but useful. 1minute=1round

Example character: (young/old) fire dwarf man, ice wizard.

Spells

Q: How to cast? A: You can spend action on using spells (or wands, staves, scrolls, rods), instead of attacking.

Q: What spells 1lvl character can use? A: level 1 spells

Q: What are spells levels? A: you need this level to cast it.

*Spells cost 1mp if not defined. Recast= decline effect

Some spells have -5 penalty to casting, some have longer cast (channeling) like two rounds instead of one.

★casting while wearing heavy armor give penalty.

★armor reduces focus and spell DMG, shield -2, tower -5, light armor -2, medium armor -7, heavy -14

↓Yeah, underwhelming, but I planned 1000 spells.

Some spells use focus as "attack hit" To hit target.

Wizard spells:

Lvl 1

X bullet	2d4 xyz dmg Can Change type	25 yard Ex: fire bullet	Single target, 1mp
Armor enhance	+1to shield or armor, 20min	1 yard Work as +1 item	Single, 1mp
Wind devil	Create a whirl, aid jump +2yard for everyone who start jump from it	1 yard	3minute, 1mp
Yawn	Target fall asleep, DC 13 will	5yard/lvl +1 DC per 5focus	1mp, single

Lvl 2

X volley	2d4dmg, magic dmg by default	25yards	All enemies, 1mp
Lungs of frog	Breath water 2minute/lvl	10 yard	Can target ally, 1mp
Water Bolt	Stun 14con DC target,1min	10 yard +1 DC/5focus	Single, 1mp
Deconstruction	2d6 dmg to buildings	5yards	Single

Lvl 3

X arrow	2d6 dmg (magic default) Can change	30 yard	Single, 1mp
Death gold	Put rune on item, if someone touch it, it kaboom 2d6ice dmg	1yard, 4hr	Single, 1mp
Rock shell	Create 3*3*3 yard rock shell where u stay	Where u stay, 2min/lv, 50hp +1hp/lv, 20ac	3mp Can recast
Void Bolt	Target +0 item gets break conditions	10 yard Required hit	1mp, single

Lvl 4

x spear	3d6dmg (default magic). It Pierce through.	50yards, can hit multiple	1mp
Magic cage	2*2 cage block, people can't exit from it	15yard, 1minute/lvl, escape artist 34 to exit	2mp
Teleport	Channeling 1round to teleport, +1can get with you per 5focus	1mile/lvl	2mp
Talk to death	Req death, talk with deceased	1min/lv	1mp

Devour rift	Devour someone, 4d6dmg	6yard 2*2 zone	3mp

Lvl 5

x ball	3d6+4 , magic default, can change type.	6yard radius, 30yard range	1mp
Magic pot	Has indefinite porridge, 10gallon/minute	1yard, 10minute	3mp
Shark blood	Drop ¶3 your blood and call all monsters from 2mile² to ur place	2mile²	3mp
Speak to dragon	5min/lv	~25yard, unlimited	2mp
X shield	Give you benefit, see feats.	Close quarter, 4minute	1mp

Lvl 6

chain lightning	Do 5d6+2 dmg electric to 5 ppl	7 yards apart from each, 20yard	3mp
Turn spectrum	You turn spectral, can pass through walls	1min/lvl Can't through silver	3mp
Polymorph	Target became chicken	1min/lv, 5yard	3mp

Lvl 7

X fusillade	2d6 dmg Can change type	50 yards	All enemy, 1mp
Grave hand / Skeleton hand	Req death, grave hand help u 80lb lift, can try grasp, 3min/lv	Max range 50 yard	3mp
Word of disarm	DC 16 disarm (DC dexterity)	16 range	2mp

Lvl 8

void magic	Magic doesn't work, and all magic projectiles break inside with no effect	6*6*6 yard, 7minutes	3mp
Empower items	Items becoming +1 for 4hr, no refresh	1yard. Work until upto +8, ex: +5 into +6	3mp
Power words	Your next talking is +18 Affect all talk	Talk range, work on telepathy	2mp

Lvl 9

x storm	Cause magical storm, 4d6dmg/round, some bonuses effect for different elements	88yard area, cast range 150,last 5min	3mp

Small Meteor	It encrust in element, 7d6+7 dmg, can change	10radius on ground, 50range	3mp
Magic Step	Do step +100 yards	Self	2mp

Lvl 10

x meteor	10d6+7 dmg, can change type of it. Encrusted in element	20 yard radius, 100 yard cast, 10*10*10 big	4mp
Clarity	Remove mind control	20 yards	2mp
Ultimate teleport	Can move building by 100yard/lv	Close quarter	5mp +1r to cast
Thousand fireballs	Dmg:20d6/8d20,fire dmg	123yard circle	5mp -5focus, +1round to cast
Invisibility	15min, body & clothes affect, armour and magic items doesn't affect	5yards	3mp

Ball: magic ball, fireball (crit can apply burn condition), lightning ball (crit can stun) , ice ball (crit create ice spikes ground maybe) , light ball (crit shine blind DC 20?), dark ball (crit make same dmg ¶too?), acid ball (crit may cripple targets?), sea ball (non lethal)

Casting: pay MP and roll focus (d20), add your focus to it. If above 8 your successful. If natural 1 you wasted MP. You can cast any spell from list.

Druid spells:

Lvl 1

Nature Tendrils	2d4+3, nature type default, +your types	15yard	1mp
Nature bullet	2d4+1, nature type default, can change	25yard	1mp
Entangled roots	1d3+1 dmg, and apply Root at enemy DC 23dex/dodge	All enemy within 12yard root: 5hp/lv 8ac (to cut)	1mp 10minute
Ice cream	Make ice cream from milk, 1gallon/lvl	Cq (close quarter)	0mp
Weather	Make rain, clouds, winds, sunshine, 1hr/lvl	1mile² Can recall	1mp

Lvl 2

Bear paws	Paws grow in your hands, +6atk dmg	Self. 5minutes. Can decline	1mp
Exotic fruit	5lvl food, aka -5¶ +5heal	Self, can share	2mp
Boneworms	Do 2d6+3 to undead/bone/wood enemy only	All in 20yards	1mp
Wisps	Can pull you/ally higher, climb +12, swim +7	5yard, 3min/lv	1mp
Water lung	Can breathe water 5min/lvl	Mass effect, 6yards	1mp

Lvl 3

Charm Insect	10min/lvl Max insect 8lvl	5yard 10 insects max	1mp
Foliage \ Defoliate	Do 2d6 to plants	All within 20yards	1mp
Stone Blast / Luddo's touch	Do 4d6 to structure or construct/object	Single, 20yard	1mp
Cloud of mist	Obscure ppl inside it, +6 stealth and hide identity+8	5*5*5 yards 4minutes	1mp

Lvl 4

nature arrow	2d6 nature default, can exchange to other type	30 yards	1mp
Become Bear	Becoming bear for 3min/lvl	Self	2mp
Charm Animal	Charm animal, Max 5, max 5lvl animal	10 yards range, 10min/lvl	1mp
Living slab	U can skate on slab of ice/rock, can move 14 on any ground	Self, 20minute	2mp
Tree company	Make treant from tree, it alive, has 20str	1hr, if u 1km away it go normal	3mp

Lvl 5

x ball	Nature default, 3d6+6	30yard, 6area effect	1mp
Infused tea	You heal 15hp someone, req 1minute	5yard	1mp
Goblet of Thames	+5 AC for pets	All pets, 5minute	3mp
Water walk	Walk water, 10min/lvl	Can use on self, ally, close quarter	1mp
Shifting sands	Turn dirt or sands into shifting sands, -8move and move lower 2ft each minute, if suffocate do 4d6	6*6 yards, 5minutes	3mp

Lvl 6

Animal form	Turn into any animal, 2min/lvl, Max lvl animal 8	Self	3mp
Waterfall	Water crush someone 5d6 blunt	2*2 area, 6range	2mp
Great roots	2d6 DM Don't work if only rocks in area	All within 23 yards, height 3yard entangle, 20hp 20ac root	3mp 10minutes

Lvl 7

shield making	Make shield from piece of wood, 1/lvl	Close quarter	2mp
Fireflies	8yard do 1d6 fire dmg/minute, don't hurt ally	8yard radius, 5minutes	2mp
Steak of Jormund	U make steak 2lb, 2lv food	Close quarter	2mp
Acids spill	Spill acid, hurt feet 2d6 acid dmg	3*3 yards, 6minutes, 6range	2mp

Lvl 8

lesser earthquake	Do 3d6 non lethal, three times/one per round, but it's lethal vs objects	23 yard circle	3mp
Charm Animal II	Max level 13, upto 3,	10yard, 1hr/lvl	3mp
Call animals	Call upto lv 7 animals, 1d3+2 amount of.	5minute/lvl	3mp

Lvl 9

X storm	Always have this ability. Make storm at range, 4d6/round, 5rounds, some bonuses for	88 yards area circle	3mp

	other elements		
Beanstalk ladder	Make ladder from beanstalk, can bend, can horizontally	Upto 80 yard up 10min/lvl	2mp
Sigil of nature	Target -20 dmg for 5rounds, you too. Your pets/animals unaffected.	55 yards range	5mp

Lvl 10

animal form II	Upto lvl 13 animals	Self, 20minute	4mp
Great earthquake	Do 5d6 three times/one per round, +10vs object	123 yard radius, damage ground, make 5 pits 5*5*5	4mp
Meteor shower	12d6 blunt dmg, 2x vs buildings	50yard circle, 56yard cast range	5mp
Pillar of Starfire	Doesn't hurt good beings, 10d6fire dmg,	74yard away, 5*5*43(43high)	4mp
Charm dinosaur	Max 20	2hr, 5yard	1mp

*druid: when druid hurt animals he lose casting for one hour (unless animal was super feral violent)

Druid can cast any ability whichever could. Lvl req apply.

Druid got touched by nature or something.

Witch spells:

Lvl 1

dark tendrils	Dark 2d4+3 dmg	15yards	1mp
Call familiar	It appears by you, if u didn't had any then choose one	Close quarter	1mp
Magic bullet	2d4+1 magic	30yards	1mp
Qlipoth's caress	2d6-1 vs non chthonic	Close quarter	1mp
Call fey	Chaotic and evil only, mischievous, 3min/lvl, call 1d3 fey	20 maximum	2mp

Lvl 2

Fly broom	As is, 10mph/20 fly speed	Self, 5min/lvl	0mp
Lesser curse	Curses target, it has some defect like ears of animals or horns, or tail	5 range Lasts 1hr/lvl	1mp
Edict of Chhattisgarh	Target -5 AC for 3round/3minutes	3yard range	3mp
Golden age	You make silver coins look like gold coins, illusion DC 16 perception	5min/lvl, close quarter	1mp

Lvl 3

Grave hand	Grave hand helps you, 6min/lvl, 80lb carry	20 yards far away maximum	1mp
Sacrifice	Make sacrifice to some devil/spirit/ demon/fiend/god To get some benefit of choice	Self/other	SacrificeSome stuff, or your body parts
Lesser levitate	Max heights 5yard, levitate 1minute/lvl	Max heights 5 yard, 5speed	1mp
Make shabti	Request 50 lb of clay, 1gem, 1parchment, 1ounce of your blood (3hp, 3¶)	Other/self	0mp
Lesser fear	Cause target fear DC 16+1per 2lvl, 2rounds	5yards	1mp
x Arrow	2d6 dmg	30yard	1mp

Lvl 4

Voodoo doll	Target take dmg from target ally or creature	12range, 3round/minute	2mp
Sacrifice humanity	Drink chthonic/ancient potion recipes to get powers, but pay by body illness permanent	Self	1mp
Sting of perplexity	Confuse target for 1d3 rounds, 1d6	15 range	2mp

	acid		
X spear	3d6 dmg, can change it, pierces targets except walls	45yard	1mp

Lvl 5

Moderate curse	1day/lvl duration, target has two limbs/head - turn into animal one	9range	2mp Required their items or hair.
Unholy pact	Sacrifice permanent 1mana to get +10health Max and +1+1 attack +1mag dmg	Self	1mp sacrifice
Greater levitate	Max 24 yard high above floor, 10speed	Self/ally 15minutes	2mp
X ball	3d6+6, only your type &feats	30yard, 6area yard radius	1mp

Lvl 6

Eldridge fumes	Spill fumes, targets panicking and +1 panic each round spent inside. At panic III targets get confused.	25*25yards fumes 5minutes	5mp

Stove top	Can make stove anywhere, counts as witchery in ppl eyes	2hr, can recast	1mp
Blood shield	Req evil/ blood/ chthonic, create shield around u, dmg taken reduced by 8	3 rounds, self	3¶ to cast

Lvl 7

Curse of failure	Target jobs and skills -6, non combat	6 range 1hr/lvl	2mp
Ungodly pact	Trade -1 focus for +1 atk dmg and +1 mag dmg	Self	0mp 1 focus
Make golem	Require 50lb cobblestone, 5lb bone flour, 3flowers, 3 parchment, 4 ounce your blood (9dm 9¶) And 5 teeth, Max 1 golem	Self/other	1mp
Make Frankenstein	Req death/ blood, make flesh golem servant who has 25%evil in	Other	Req 5 body parts, 2 humanoid hearts, ounce of your blood, ten fingernails, yard of string, needle, 1bone

Greater fear visage	1d3+1 rounds DC 20 will save fear	15 area all except allies	3mp

Lvl 8

Skeleton butler	1hr/lvl, can carry 170lb, don't attack	Self/other	2mp
Chthonic tentacles	Choose 3ppl, for 6d6 to each death dmg	30 yards	4mp
Death watch	Next time you die u don't die but invisible 3minutes, corpse could be checked out, it's illusion DC 21	Self	3mp
Life drain	Req blood, devil, evil, 3d6 dmg, heal you same	25 yards	2mp

Lvl 9

Infallibility of fire	You immune to fire/lava for 3rounds/minutes	Self	2mp
Infallibility of steel	Immune bleed, take -10 from weapons	Self, 1min/lvl	3mp
Infallibility of breath	Immune drowning, swim +5 yards speed, hold breath 3min	Self, 1min/lvl	1mp

Murder of crows	Call 100 crows (army) from underworld	100yard cubic, last 2 minute	3mp

Lvl 10

Greatest curse	Curse target generation, permanent until cured, they have extra deformed or degeneracy for offspring	5 range	5mp Require fresh blood (2min ago drip from target)
Zone of unseeing	Turn 100*100 yard zone into invisible/obscured area, can hide anything inside, Illusion DC 35	100*100yard, 1hr/lvl	4mp
Call aberration	Non light type, 1d3+2 upto large, call aberration but you pay by your blood	1hr Count as summon	6mp, 20dmg to you, 20¶ to you

Witch/witcher got the powers (spells) from some unknown reason or from worship of old gods/ancient magic..

These powers only require you to have working mouth.

So mute characters are gotta go make ritual &fight by hands!

Witches can bring familiar at start of the game.

Witches are universally hunted because they can curse.

Apostle spells:

Lvl 1

X bullet	2d4, can change, no type?: No cast	25 range	1mp
Tendrils	2d4+3 , only useful if you have some type	15 range	1mp
Exhaust	Apply 5¶!	Enemy 5range	1mp
Montreux grasp	Grappling with target +5 easier	5yard 3minute/lvl	1mp
Call agile assassins	Req evil/dark, call 1d3 rogues 1lv, 1min/lv	Self	2mp
Weather	Make rains, winds, sunshine	1mile², 10minute/lvl	2mp

Lvl 2

X volley	2d4 dmg to all	25yards	1mp
Poison ray	Req poison God, 2d6poison (with same dmg to¶)	15 yards No piercing	3mp
Talk	Talk to anyone	1km range +1km/per5focus	1mp per sentence
Rune of X	Create rune, if someone step, do kaboom 2*2, 4d6 dmg	2*2 5hr	2mp

Lvl 3

Drainage	Drain target 1d3 each attributes (Roll once)	Close quarter	2mp
Cloak of shadow	Invisible until enemy in 2yard	Mass, 5 yard 5minute/lvl	3mp
Small wonder	Create items for half-hour	Single Max worth 5gp	3mp
Buoyant	Don't sink into water	Self, allies 5min/lvl	1mp

Lvl 4

X spear	3d6 dmg of choice, if have a type	45yard Pierce	1mp
Water to soup	1gallon water turn into soup	Close quarter	1mp
Loud bang	Create sound heard in 1km²	1km² Can scare dog/cats	3mp
Disrupting bolt	Target -11 non combat, req hitting by it It use focus for hit	7 range 1min/lvl	2mp

Lvl 5

X ball	3d6+6 dmg, if you have any type	25yard, 6area circle	1mp
Atonement	Non good people take 6d6	60yard	3mp

		+trip attempt DC 11 con	
Lumber touch	Touch makes planks out of lumber	Close quarter 4 per tree	4mp
Teleportation	Teleport to place, 1minute cast time	1mile/lvl	2mp

Lvl 6

X barrage	Blast target with projectiles, type, you do 7d6, stun DC 12 dex	Single target, 30yard	3mp
Wall of X	If blood can use of blood, wall block passage or hinder it	6yard wide, 1yard in width, 7yard tall	1mp
Eternal flame	Flame God or fire use, create torch flame that last indefinitely Do 1d6	Last on any surface, until extinguished 5 yard range	1mp
Miraculous weapon	Weapon become +4 for one strike	4yard, 1hr	1mp

Lvl 7

Arcane blast	Silence area 7*7yards	7*7yards 3minutes	4mp
Eternal	12yards^3	12yards^3	1mp per load

storage	special subspace	storage space	
Webs	Req God of spiders or trickery, shoot webs	15*15yard -5ms who was hit (caught) 5minutes	2mp
Clarity	Remove mind control	20range, single target	2mp

Lvl 8

X storm	Same thing as other storms	Same area	Same cost
Detect evil	10yard/lvl 10minutes Detect evils	10yard radius/lvl	4mp
Detect chaotic	5minutes detect chaotic	10yard radius/lvl	5mp
Detect aberration	6minute detect aberration	10 yard radius/lvl	3mp

Lvl 9

overwhelming frost	7d6 ice dmg	20*20yards Cast 40yard	5mp
Gold lance	Throw through enemies, 3d6 dmg, +4d6 dmg vs poor	30yards range Pierce	3mp
X shield	You get shield, req type to cast any	Self 3-4rounds	1mp

Test of faith	Do 10d6 to people who blaspheme/cultists	15 yards	2mp

Lvl 10

meteor	10d6 of elements dmg	20*20yard, 50cast range	4mp
Scorched ground	Flame floor do 3d6 fire	30*30yards 9 minutes 45yard cast	4mp
Curse of insanity	Req evil, madness. Target -6 nat rolls, 7hr	5 range DC resist 25,fort	5mp
Miracles	Create a following: fountain/well /doublebed /shack house/statue	5yard It all last 8hr	5mp

Apostle got it's powers from gods/unknown forces.

Some charlatans call themselves apostles too.

Some apostles generous, some violent. Some monsters.

Investigator spells:

Lvl 1

Glare	Enemy can't crit for 1round (Glint effect)	10yard Single target	1mp
Entrapment	Door can't open for	5 yards	1mp

	1round/minute per lvl		
Lesser detect lie	Detect lie under 20,nose growing on lie	15 yard 2minute	1mp
Detect poison	Detects poison in people/objects	6 yard 10minutes	1mp

Lvl 2

Fingerprint	Check fingerprint on surface. Hum: normal, orc: backwards, dwarf: horizontal, elf: vertical, half/goblin: small, gnome: twirling (prints)	Close quarter 1ft/lvl	1mp
Fingertips	Check target fingerprint &the seen ones, compare	Close quarter 1finger/lvl	1mp
Cleanup	Clean one clothing/lvl	1yard	1mp
Forgery	Req evil/dark, forge document	Close quarter 1page/lvl	1mp

Lvl 3

Lightbulb	Create light	Self, 4yard	1mp

	for 4yard radius	2min/lvl	
Darkness	Extinguish some torch, 1/lvl	15yard	1mp
Scrying open	Open lock +7 for 7minutes	Self	1mp
Recognize step	Can see footsteps	10yard/lvl 10 minute	1mp

Lvl 4

Moderate detect lie	Detect lie under 32,if lie donkey ears appear on them	5 yards range 5minutes Single target	1mp
High jump	Jump +8 +1/lvl	Self, 5minute	1mp
Degas	Clean poison or blood from item	Touch, 1yard	1mp
Fake evidence	Req evil, plant fake evidence, like footprint.	1 yard	1mp

Lvl 5

Sholmes disguise	Disguise +8 for 1hr	Self	1mp
See through wall	Wall upto 1ft wide	100yard through, 1min/lvl	2mp
Undermine	Target +7 easier to trip	10yard 1next one	1mp

		trip	

Lvl 6

Unhinge	Door unhinge, only normal door	1yard range	1mp
Ripoff	Target paper or cloth break up, can work on non magical rope	1range/lvl	1mp
Mishandling	Scare someone mount, +confused 1min	10yard	1mp
Forensic	Check item if broken or wound how it was made	5yard Uses int+wis mod +d20 (15dc)	1mp

Lvl 7

Hideaway	+20sneak 4minutes	Mass,5 range	2mp
Detect magic	Detect magic item, creature, or users	20yard 2min/lvl	2mp
Ulgor's Dash	+7move points for 2min/lv	Self	2mp Put 1¶ on you

Lvl 8

Greater detect lie	Detect lie under 45 (roll and skill),	2yard 10minutes	2mp

	liar eyes glow		
Greater disguise	+20 disguise for 2hr	Can target other, 1yard	3mp
Scare vampire	+9 intimidation vs vampire	Self 1 next one	2mp

Lvl 9

Charm idiot	Animal or human lvl 1-2 is your friend now, can do as hireling	Close quarter 10min/lv	1mp
Charm police	Charm guard +7reputation (Rep add to diplomatic)	5yard	2mp
Headshot	Throw pebble, it do 3d6, stun attempt DC 14 con	25 yards	2mp

Lvl 10

Rasputin's defense	You can't take crit and stomp dmg, Inc body slam dmg -5fire take	Self 5min	3mp
Dastardly wit	Finish one job by success (non critical success)	Self	3mp
Repel chaotic	Non evil, repels chaotic, you will be	25yards 5minute	2mp

	attacked lastly		

Investigator spells very human like abilities, except sometimes it magical. Utility/supportive mostly.

Extraordinary human abilities.

Bard/rouser spells:

Lvl 1

Humiliation	Target grow horns or donkey ears, at your choice	10range 1min/lv	1mp
Wine to water	Turn wine into water, 1gallon/lv	1 yard	1mp
Magic cantrip	You make small effect, visual effect	Self/5 yard, 1min/lvl	0mp
Jobber	+1job any, no stack	1hr Self or ally	0mp

Lvl 2

Charm snake	Charm snake for 1min/lvl	5 yards range	1mp
Lesser fury	Target +1+1 in combat, 1hr	5 yards	1mp
Lesser defense	All ally +1 AC for this battle	All allies	1mp
Illusion scare	U make illusion upto	All within 20 yard	2mp

	x lvl, x is your focus.	Targets DC 15 scared, reduce atk by 1d6, 2round	

Lvl 3

Charm animal	Charms animal for 4min/lvl	5 yards	1mp
Lesser shelter	Magic branch shelter for 4 people, 4hr	Close quarter 3*3/4*4	1mp
Bunny agility	Give +2 DEX to target	10 yard 10 minutes/lv	1mp
Rooster pompous	Give +2 CHA to target	10 yard 10 minutes/lv	1mp
Dog strength	+2 STR to target	10 yard 10min/lv	1mp

Lvl 4

water to wine	Water 1gallon/lv become common wine	1 yard	1mp
Charm idiot	Lv 1-2 animal or NPC, Max 5,hirelings	1hr/lv	1mp
Charm fey	Max level 5, 5min/lvl	10yard	2mp

Lvl 5

X shield	Create shield if you have a type, 4	Self Look feats	1mp

	rounds, reflect 5 dmg		
Princess call	Cause loud female scream	Heard 1km²	2mp
Hippo resist	+2 CON to target	20 yard 20min/lv	2mp
Dragon mind	+2 INT to target	20 yard 20min/lv	2mp
Eagle insight	+2 WIS to target	20 yard 20min/lv	2mp

Lvl 6

Greater fury	Target +4+4 in combat, 1hr	15 yard	2mp
Greater defense	All ally +2 AC this battle	This battle, all allies	2mp
Scare aberration	Upto 7lvl	30 yard	3mp

Lvl 7

Charm fey II	Charm, Max 11 lv, 10min/lvl	10 yard	2mp
Graveyard litany	Cause undead to run away	30 yards 1min/lvl	3mp
Oak's delving	Make ladder from tree	10 yard Tree become ladder	1mp

Lvl 8

Lyft	Make rope drag fast, if u hold it u in topmost height of rope, work on all	Close quarter Affect rope Can bring ally	2mp
Superpower	Target +4 all attributes &maximum amount	15 yard 1round	3mp
Become demon	Last 2 minute DC 15 scare NPC	Self	4mp

Lvl 9

Powerful empowerment	+6 crit dmg 1min/lvl	Single target Ally	2mp
Song of Eden	Everyone enemy attack u	Self, 1round 25 range	3mp
Song of Hell	You make NPC attack your choice of target, 2min	25yard	5mp
Song of Valhalla	Call 10 (swarm) warriors lv 5, wield spirit weapons +3	5yard Max 1/day 5 minutes	5mp

Lvl 10

Superstar	Turn item into +7 for 1attack	25 yard	4mp
Paradise song	Performance +30	Self 1min/lv	4mp
Electric	5d6 dmg sound	25yard	2mp

guitar		Enemy only	

Bards are supporting class. They can use music instruments. Music instruments do 1d6 dmg to all enemy (+5 dmg per enchanted+1) optional: can cast while mute

Bard and rouser have same spells. Bard can impersonate..

Cleric spells:

Lvl 1

Lesser heal	Heal target by 1d6+4 and -2¶ exhaustion	Close quarter Single target	1mp
Tendrils	Evil dark req, 1d6+3 dmg	15 yard	1mp
Coronado	Target -2atk (to hit)	5yard 4minutes	1mp

Lvl 2

Cure	Target -3¶, cure poison or bleed, cripple, maim	Single target	1mp
Cure damage	Cure damage of attributes, Max 3 dmg	Close quarter	1mp
Jolt	Target -3 move point, 3rounds	5 yard	1mp
Poison water	Evil req, poison water 2d6 dmg on drink	1yard	1mp

Lvl 3

Moderate heal	Heal by 2d6+7 -3¶ exhaust	Single target 4range	1mp
Stitched wounds	Wounds/leg arms glue back	1yard	1mp
Cure zombie	Recently turned zombie cured, put asleep 1hr	Close quarter	1mp

Lvl 4

Graveyard litany	Cause undead jog away, 6minutes	50 yards Upto lv 12	2mp
Curing winds	Cure -2¶ all team, 3heal too	All allies, 45yard	2mp
Iron will	Give +1 willpower +1willpower/5focus	All allies Until battle ends	1mp

Lvl 5

Undead burn	Burn 5d6+6 to undead, type: light/fire	5yard, single target	2mp
Shield other	Work as Shield, but affect others	15 yards This dmg don't count for your casting penalty	2mp
Holiday litany	Demons cover and prone, DC 19 will save	30 yard radius	3mp

Lvl 6

Greater cure	Target -6¶ exhaustion, cure disease/poison recently, small curses	10 yard	2mp
Stimulate	Recently dead 5minute ago: revive	Close quarter	2mp

Lvl 7

Greater heal	Heal 6d6+20 health, -5¶ exhaust	8 range	2mp
Carfax holy wall	Make wall 6yard tall 6wide Undead take 10d6 if pass through it	6tall, 6wide 6minute	3mp

Lvl 8

Cleric surge	Cast one ability on all ally, then your MP is 0, choose ability (**ignore cost**)	Varied Can't choose mass abilities	1mp
Touch of monkey King	Knock target back 25 yard	25 range From close quarter	3mp
Flying	Target fly 5min, fly speed: 1/lvl	5yard	2mp

Lvl 9

Serious heal	Heal 10d6+30 health, -6¶ exhaust	12 range, single target	3mp
Disturb grave	Revive recently dead for 5minutes, Max once per	5yard	1mp
Absorb	Target can take 50 dmg to absorb shield	10 yard 2round	2mp

Lvl 10

Zorge mind shuffle	Cure madness/disease	Close quarter	4mp
Dead walking	Evil dark req, target revive as undead for ur command	6yard, Max 3	3mp
Dark mind	Evil req, mind control upto 9lv, 1hr	5yard	6mp

Clerics mostly don't have damage spells.

If cleric hurts someone, their spells can't get used.

But your God may give one free save from punishment

Good cleric can't hurt good people/can't heal evil people

Evil/dark clerics can't hurt evil/can't heal good people

Or u get punishment (0 magic casting, for few day/permanent)

Cleric can't use holy by default (except certain spells) but Pope can.

Pope spells:

Lvl 1

Tendrils	1d6+3 dmg holy (types only: holy, poison, nature, electric,dark)	15yard	1mp
X bullet	2d4+1, change type, default holy	25 yard	1mp
Graveyard shift	Bury corpse, free cross	5yard	1mp
Heal up	5heal, -poison bleed	5 range	1mp
Dispel	Do 2d6 to undead single	Single target, 20 yard	1mp

Lvl 2

volley	2d4 to all enemy, default holy	25yard	1mp
Disenchant	Do 3d6 to summoned	20 yard	1mp
Gravel	Evil/dark req, unbury corpse, instant	5 yard	1mp

Lvl 3

X arrow	2d6 to target, can choose type	45 yard, single	1mp
Mass heal	3d6 heal all allies	6 area radius	2mp
Mass gospel	-5 atk dmg to	Range 10	2mp

	ppl without God faith..	yard, all	
Gravely impel	Evil dark req, impaled ppl in area for 2d6 piercing +2bleed	10 yard radius	3mp

Lvl 4

X spear	3d6 , piercing, choose type	45yard	1mp
Stimulate	recently dead ally 5min: revive	Single, 5yard	2mp
Eat the sins	Take target disease for yourself, curing the target	6 yard	1mp
Table of frogs	Turn food into frogs	25 yard Mfk it's Lent!	1mp

Lvl 5

X ball	3d6+6, type, default: holy	Area 6, range 25	1mp
Absorb shield	50 dmg absorb, 5minute	20 yard, single	2mp
Revival	Revive dead ally, must unrotten	Close quarter 1/hr max	3mp
Jotunn's muscle	+500lb pull/push/ carry, 4hr	Self/ally	4mp

Lvl 6

Sword of holy	+3d6 vs undead &demons, target weapon/object	Single object 3min/lvl	3mp
Holy zone	Zone is holy, enemy burn if step, 4d6holy dmg, 6min/lv	10*10yard	2mp
Holy casket	Non evil, target get +8 AC for one round	15 yard	1mp

Lvl 7

Touch of zeal	Ally can do +1 attack, 1round	Close quarter	2mp
Touch of madness	Evil, dark req,target get madness random	Close quarter	4mp
Touch of crematory	Do 8d6 fire dmg to bad ppl	Single target, close quarter	4mp
Touch of niflheim	Do 8d6 ice dmg to bad ppl	Single target, close quarter	4mp
Touch of thousand volts	Do 8d6 electric dmg to bad ppl	Single target, close quarter	4mp

Lvl 8

Greater mass heal	Heal 7d6 all allies	8range area	3mp

Mass abjure	Remove buffs from enemy &do 8d8 to summons	19 range area	4mp
Mass graves	Cause graveyard, upto 7/lvl graves, instant burial	25yard	3mp

Lvl 9

Storm	Cause storm, only holy/light, unless pick element feats/subtype	88area	3mp
Holy water	Turn water into holy water, 1pint/lv	2 yard	0mp
Atlas at last	+10000lb push pull carry, 1hr, can use on medium size ally &above	5yard And adds 500 range for midget throw	5mp

Lvl 10

Dead walking	Evil dark death req, target revive as undead for your command	6yard, Max 3	3mp
Sanctuary	Make zone that provides protection, monsters have -5-5 combat and -5 AC in this area	5*5area, cast range 25	5mp

Sanctity	Target protect from torture for 1hr	50 yard	1mp
Hellfire	Do 10d6 to target who evil/fiend/vampire	10 range	4mp

Holy deal by default +50% vs undead, death deal -50%vs dead/undead. Optional can choose "death Pope"

Pope is infallible, can hurt anyone without losing powers

Optional rules: Pope like cleric must be nonviolent..

Alchemist spells:

Lvl 1

Create cheap poison	Make cheap poison, 2¶ on hit, bottle of	Self	1mp No stuff req
Memphis gas	Target confused 1d3 rounds	10 range	1mp

Lvl 2

Cortisone poison	Target -2 fort will, for 3minute	3range	1mp
Shiitake oil	Spill oil, walkers must fo 13 DC trip (dex) when walk on it. 3range 5rounds	3*3 yard surface Coat wall: climb 16trip DC (dex)	2mp
Fire oil / Phosphorus	Pint of moonshine into	3*3 area	0mp

	1d6 fire dmg, projectile	Range 20yard (throw req)	

Lvl 3

Dirt to water	Turn dirt into water, into container, 1lb/lvl	Self	1mp
Fruit to moonshine	Turn fruits into moonshine, 1lb into 1pint of fruit moonshine	Self	2mp One minute

Lvl 4

Brew potion	Brew any potion, see recipes	Close quarter	1mp
Violent concoction	Throw potion, boom 3*3 yard, can throw bottle of poison	8range Can use hard alcohol	0mp

Lvl 5

Create philosopher stone	Req 50 silver 50 gold 1lb iron, 1lb copper, 1lb salt, 1gram of Mithrasil, 1ounce of goblin blood	Close/cauldron	3mp
Make antidote	Req 1gram of certain poison, pint	Close quarter 1minute	1mp

	of moonshine, bottle of poison	Produced 1ounce	

Lvl 6

Anti potion	Turn potion into anti potion, it effect reversed, but twice less time	Close/alembic	2mp
Gold to silver	Turn one gold coin in two silver coins	Or one lb gold in two silver lb, 1range	2mp
Wine into whiskey	Turn wine into whiskey, 1gallon	Close quarter	1mp
Silver to copper	Turn silver into rusted copper, 1hr/lv	Area effect 2yard	1mp

Lvl 7

Crush spell	Crush mineral or gem, u can use two ounces of it to cast certain spell for 3mp	Close range	3mp
Make gunpowder	Make 3cartridges of gunpowder, 3minutes	Mix: 2 ounces of salt, 1lb coal, 1ounce urine, 1ounce whiskey, 1ounce sulphur/earwax	1mp

Lvl 8

Cryogen floor	Make ice floors, 11 dex DC trip with stun, half duration in hot weather	3*3 6minutes	2mp
Create stimulant potion	U make stimulant potion	Alembic, req: 2ounce all spices, 1ounce whiskey, 1ounce wine	2mp 2minute

Lvl 9

Enhance poison	Enhance some poison by 2¶, for next half hour	Cq	3mp
Touch of cockatrice	Target petrified for 5rounds, 24fort DC to avoid	Close quarter	5mp
Magic oils	Create oils that enhance normal +0 items into +1,+2,+3	See potion recipes	3mp

Lvl 10

Magic stone	Use philosopher stone to cast spell upto lv 7 from wizard spells	Varied Spell cost ignored	4mp Stone lost

Touch of stupidity	Target become frogman, 3min/lvl Fort 30dc resist	1range Health remains same	3mp
Make shabti	To make servitor: philosopher stone, 30lb clay, 3glass jugs, 1gem, 1ounce of cure light wounds potion	Close quarter Max 3 shabti	3mp All ingredients lost
Stone into mud	Turn stone into mud, waste double move points to move through it	8*8yard 8minutes	2mp

Weird spells.. But useful

Alchemist use nature &make stuff from it.No need spelling.

Crushes: diamond=1000 fireballs, sapphire: ice fusillade, ruby: firestorm, jade: thunderbolts 6*6 6d6, topaz: touch of 1000 volts

Summoner spells:

Lvl 1

Recall	Teleport summons to you	150yard away	1mp

Lvl 3

Lesser call	Call three creatures 1-2 lvl of your choice.	Max still apply, &rules Max lv 1-2	Only 1mp

Lvl 6

Mendoza's mend	Heal one summoned by 5d6+10hp	15 yard	1mp

Lvl 9

Buddy link	Link target summon to you, you share half dmg when take it, 50% of dmg	5min/lv 50yard Can link your pet	0mp

Lvl 10

Elements call	U can call elementals, 2x taking space (Count as 2x more people)	Small/tiny /medium 1*2 Large huge 2*2 Gargantuan 4*2 Titan 5*2	1mp(0mp if feat) Ex: call Titan for 10 Max number of summons

Summoners have two pools: one for summons Max amount, other their mana, to cast abilities.

Yet scarce amount of spells.

Summon last one battle (on basic, it's time limit)

Beekeeper spells:

Lvl 1

Sting	Target -2¶, do 2pierce dmg	Range 15 yard	1mp

Lvl 3

Bee mount	Make medium sized bee, mount it	5min/lv Maximum one 15 fly point	1mp
Create cheap poison	Make bottle of poison 2¶ effect	Required dead vermin	1mp

Lvl 6

Bee yourself	Cure 6 dmg of one of attributes	5 yard	1mp
Swarming honeybees	Call swarm of honeybees	3rounds/minutes	1mp 1/hour max

Lvl 9

Greater sting	6dmg, 6¶exhaust	45 yard Single target	2mp

Lvl 10

Snake oil	Cure disease but do 8¶ exhaust to target	Close quarter	4mp
Thousand stings	Can cure curse by spending 3day with target, stings bee	5yard Doesn't work on lineage curses	3mp 3days

Beekeeper didn't get much spells. Didn't intended to get.

But the beekeeper can craft "bags" In which bees, ants, insects are kept (for use in combat)

Casting doesn't require you to spend time preparing.

Mythic spell			
Petrify	Petrify 5hr	25range	1mp
Death wish	Success death save	Self	5mp
Cure any	Cure any stuff	5yard	4mp
Plague	Inflict plague Contagious	56*56 yard -4all save 34dc	6mp

Epic spells			
Armageddon	16d20 dmg	2000*2000yard	7mp
Goldsmiths	Create 2000gp	50yard	6mp
Blasphemy	Stun god 1min	245 yard	4mp

Combat:

0: Base AC is 10, move points 5, one attack.

1. Roll initiative, players and enemy (can by GM)

2. Everyone act in order of higher initiative to lower initiative

3. You have movement points and Action points, you can spend 1 movement point to move 1yard away,

You can spend an action point for a single attack/spell cast/scroll read/potion gulped/wand use/summoning.

Other "attacks given" Don't work like that, you can't use "quick strike" To cast two spells, same with "secondhand" Feat.

4. When your health reach 0 you in dying position (Roll d20+fortitude to get a number, if it below 13+1/3lvl then u died)

If u survive death you can't act the same round u survive it.

During dying your move/action point are 0. On survive they normal amount next round.

Enemy can have multiple attacks, but casting always 1/round max

Base attack (1total)	1 cast
Base attack +quick attack (2)	1 cast, (or 1 cast + quick attack)

Advanced movement: roll(avoid traps trigger +2, +1 AC vs projectile 1round, don't trigger stuff some)

crawl (2move point per (1yard) tile, +5sneak)

stand-up (stay from the ground, lose half of mov point on use, min 1)

charge (attack based, u charge 2x your move points, -2atk hit but you trip attempt on hit 13 DC, can charge multiple rounds, bcoz max speed is same)

trip (try trip, enemy roll d20+STR mod+DEX mod to avoid, during grappling +2 easier to trip, cost action point)

grapple (try grapple, enemy use AC+Lvl+2x dex modifier ,if attack above it then grappling hits, when move: try break from to move,small creatures +2 to avoid it, large -1 to avoid, grappling have d20+attack by grabber)

disarm (try disarm, cost attack point, unarmed one cost unarmed attacks)

throw (throw, ranged attack)

shoot (shooting attack, ranged)

reload (for crossbow &guns)

run (or jog, u run 2x amount move points u currently have, no attacks from u, no spells, except quick attack etc)

slam (sit on, *slam attacks: 1d6 per 200lb of ur weight, target must be on floor and smaller than u)

But if u huge and above, target may be staying.

U need to lay down to slam. (Huge can step.)

*slam dunk (fly down and slam): +1/1yard take

Dodge (use skill "dodge", 2move point, if u reacted to try dodge, next round have 2 less move points)

crouch (cost 3 per 2 moved, it's disadvantage, but +3sneak &+1trip, can covered easier,crouch on ice floor no check trip)
jump (use jump, see jump/skill mechanics)

climb(4point per 3yard or use skill)

Use skill cost 2move points, except some, swing 0 if here rope)

—

Advanced unarmed: arm break (req grappling with, maim 3round, +1dice unarmed 0wep, wep drop), headlock (uses grapple, suffocate ,3d6 always, DC 17), headbutt (non wep), kick (no wep DM +kick dmg), elbow/knee (no weapon applying, unarmed) ★non lethal

Attack (by weapons), unarmed attack (unarm/weapons unarmed), cast (waste attack point max one cast per turn), readied attack (ready an attack, no bonuses other than - you can use this attack next round, and if enemy entered close you attack them auto by it), ready spell (ready a spell, cast next round, uses it if you need multiple rounds to cast)

*reload is 11dc (+bonus,check in equipment), you can retry on failure for 5mov point.

React: use your reaction when it someone else turn. (Dodge/some special feats, readied attacks confirm attacking/or no)

*base yards speed is 5, swim 3yard, unless+++

"Map travel" Is when u choose to walk some where, you have 0.5mph per 1mov point

But stuff still can happen in traveling/sleeping.

But u can jog on the "travel" (Double speed, -5¶\hr), or Run (triple speed, -12¶\hr, hourly dex save 15 or 1dex DMG)

Free action: action doesn't take time to use.

Broken, rusty, old, crude, jagged weapon: -2-2 (hit, dmg)

Exotic weapon penalty -2-2 for everyone but dervish (for monk -1-1)

Skills that use action point: pickpocket (steal), use cannon/ballista, using hand cannons, xyz

Falling down do 2dmg/1yard, on water 1dmg/1 instead (min from 2yard)

Can move after attack, can attack after move (hero point using is free action)

Example of combat: Gorg have 5 move points and use 3 to walk 3yards towards the scorpion, use action (point) to attack, rolling for attack hit, rolling for attack damage..

Example 2: Soneg got ambidexterity & quick, can do 3 attacks, now got secondhand and can do: roll,2daggers, stab,quick stab, ambi stab, ballkick

*Unstable ground = can't do advanced movements

Picking items from floor & from pockets cost 1 move point (can turn off)

6. Skills and Jobs. And dangers

Str (Cleaning, lifting, breaking, swim, climb, escape grappling (or use escape artist))

Dex (Pickpocket, lock picking, escape artist, dodge, Rope Swing, stealth, acrobatics/jump)

Con (lifting, mounting, climb, animal love, pull/push)

Int (senses (Trap finding, trap disabling, stealth findings, hear), escape artist, first aid, deduction(insight), detect lie, badmouthing)

Wis (Insight,Survival, Hunting, Knowledge, Identify, check attitude, distilling, Cooking)

Cha (deception (lying,conceal,hiding any,feign), diplomatic, entertain, disguise, intimidate)

*attributes give: each 2 above 10 give some. And give +1 to professions jobs related to stat

Str: +1melee DMg, +3throwing range, +1graple

Dex: +1 ranged dmg,+1atk, +1ac,+1movement point

Int: +1 mag DMg, +1mp per 5above 10,+1perc

Con: +5hp max, +1fort save, -1take poison ¶ per 3pts above

Wis: +1will save, +1focus

Cha: +1initiative, +1music DM, +1 eff bard songs /5pts

Jobs: nursemaid, slave, lumberjack, painter, potter, craftsman, blacksmith, hunter, camper, cook(Inc Baker,brewer), pilot, builder, fishermen, gambler, shopkeeper, bookkeeper, beekeepers,musician, alchemist, herbalist, sailor,goatherd,miller, killer, guard, trapper, doctor, tax collector, dancer.

*jobs give +2 some stuff (from attrib) per +5job (see below)

★work for a week: 5sp/lv per 10lv of job. Min 5

Slave: lying	Sailor: rope swing	Nursemaid: cleaning	Gambler: deception	Killer: stealth
Dancer: acrobatics	Camper: survival	Hunter: animal love	Cook: badmouthing	Guard: detect lie
Doctor: first aid	Tax collector: intimidation	Trapper: identify	Goatherd: escape artist	Lumberjack : Climb
Painter: Insight	Pilot: mounting	Builder: lift	Fishermen: swim	Potter: senses
Blacksmith: Breaking	Bookkeeper: deduction	Beekeeper: disguise	Miller: Pull/push	Craftsman: Lock picking
Musician: entertain	Alchemist: distilling	Shopkeeper: diplomatic	Herbalist: dodge	

Get these +2 per +5 these jobs on u.

Using dodge: after use u roll d20+ dodge/2, if u above DC u dodge it completely.

†stealth: u roll d20+stealth, now any seen enemy roll d20+perception+deduction/2, if they roll more then they saw you &don't work on them. If u go stealth while unseen u have value, now when u go to enemy sight y roll enemy perception+d20+deduction/2 to see if it work still. Now if doesn't then u stealthily invisible

Roll 1 then stealth is 1, roll 20on dice is 2x stealth. Darkness +5stealth, night +7stealth, moonless night +11stealth, large{&bigger) -3 stealth (to ambush request stealth check, if enemy sleep perc-10)

Dangers (trappings) :

Lvl 1

pit (3-12deep, 5spot dc), covered pit (same, 14dc)

Killer vines (slap down, 2d6bleed (3mins), spot 12 knowledge, spot 7, avoid 14)

Wet floor (stone, metal, hard floor, u can slip down and drop weapon, DC 17 dex, spot 15, avoid 18)

Lvl 2

spiked pit (+1/yard fall DM, 2-20 deep, spot 8), blasting turtle (on step -5hp in next fight, blast 2*2, spot 17, avoid 33)

Rune of blasting (on the wall, spot 12, know magic 8, close by activate 3d6fire DM 3*3yard, avoid 27, NC 6¶)

Lvl 3

spear impale (DC 16 spot, 23avoid, 3d6 +2bl)

Electric floor (DC 19, 2d6dm/7¶non c, avoid 25)

Ice floors (walk is check DC trip stun 12 - only if below 12dex, when hurt by melee - also check, spot 10dc if snow, 5 if not, on trip 1d6ice dmg)

Lvl 4

magnet of death (spot 15, activation 10yard, magnet for everyone around 20yard, on arrival 8d6dm,avoid 43)

Ice spikes floor (spot 3, unless snow, then 15, on step do 3d6+3 ice dmg, avoid 13,and crippled 3min, acrobat to walk around it DC 10)

Hare trap (target flown up 11yards &tied, DC untie 19,1d6 non lethal dmg, one use, spot 13)

Bear trap (2d6bl+no move until disjoint, spot 23/10plain sight, avoid 34)

Lvl 5

hungry pit (u fall &get eaten 6d6 2times,DC avoid/dodge 11)

Swinging log (falling swings, active within 7yard, 16spot,16avoud, 9d6+6, 6*3)

Keg and candle (coming close it kaboom like a fireball (7focus), spot 7, water to disarm, avoid 22)

Giant mousetrap (spot 10, do 7d6+7, avoid 28, with a treasure as lure!)

Lvl 6

falling sky (rocks, 5d6, 2*2, spot 7, avoid 20, trigger: nearby)

Rifle and door (spot 20, avoid 27, 3d6+3, one use, can be shrapnel to affect multiple people, rare)

Shrooms of death (spot 14 + knowledge 10 nature, on step it 5d6 poison +same¶ exhaust, 3*3area)

Lvl 7

bottomless pit (100yard deep, 5-10in diameter, perc DC 12)

Falling flail (19spot, 17avoud, 6d6 +5bl, 4*4, big)

Fire devil bonfire (spot 5, create fire devil here, if u 5yard close, no avoid,water to disarm)

Lvl 8

poison darts fusillade (spot 20, avoid 21, 6d6 and 6d6poison, area attack 5*5yard, activate: come close or pressure plate)

Falling door (door fall on opener, wood 4d6, stone 6d6+10, metal 10d6+5,spot 20,avoid/lift 34)

Spear of death (spot 18, do 6d6+6death and 34¶,avoid 23 impaled)

Lvl 9

darts fusillade (spot DC 20, avoid 23, 10d6, if non combat 15¶)

Swinging guillotine (12d6+3, 5spot/17hidden, 30avoid,big 5*3, start swing when within 5yards)

Falling floor tiles, (fall into levels below, spot 16, avoid fall 19 DC, 5-10yard fall, castle: 15-40yrd)

Rolling Stone (2*2*2 Boulder roll toward u! 5yard per round +1/round, do 10d6 on hit, Boulder has 48hp 20ac 5reduct, spot 3, dodge 23)

Lvl 10

spinner scythes 2d6+15,DC 7,avoid DC 17

Death sphere (sphere 4dc spot, come 8yard close get 12fireball (5foc) in all directions, CD 1hr, identify: knowledge 20,ac 16 hp 45)

Cursed treasure pile (spot 4, know magic 9 identify as cursed, contains 1d6+2 cursed items and 20-200 cursed gold, no avoid, holy water poof the pile, carry cursed gold: -3rolls)

Lvl 15

pendulums 600lb 10d6+6, avoid 18, DC 5

Fire hoses: floor or ceiling, spot 20, dodge 30, 6d6 fire +stun DC 14(con), last 3r/minute, 9¶if non combat.

Dragon hoard (treasures 6d6+6 amount, and a dragon or young dragon and baby dragon egg)

Animated swords (weapons any, swarm, 56hp 14ac, infinite fight)

Lvl 20

thousands darts (20d6, 7area eff, spot 27, avoid 39, non c 78¶, start combat if non c &enemy near)

Flame of death (30d6, 6*6, ignite spontaneous, spot 23dc, 25avoid) (if enough to kill u = death check)

Traps have spot DC (as is), dodge/avoid DC (as is)

*trap start combat if non combat &enemy near

Environmental dangers: ™

Climbing & penalty: -1 rope pull up, -6 pull on spiked chain, -10 on monsters tail, -20 smooth wall, -5 corner, +5 on jagged rocks, -25 ice wall, +0 tree, -60ceiling, -5 unstable crags, +5 slopes, -5 back slopes, +3 magic rope pull, -6 on quills hedgehogs, -5 on monster

Climb difficulty: 16 success, 25 very success (2x range), 40 super success (3x)

Swimming: 13 DC is 3speed, +1speed per 4 of excess amount after it

Swimming nat 20 u 2x amount, nat 1 it's failed bobble in water

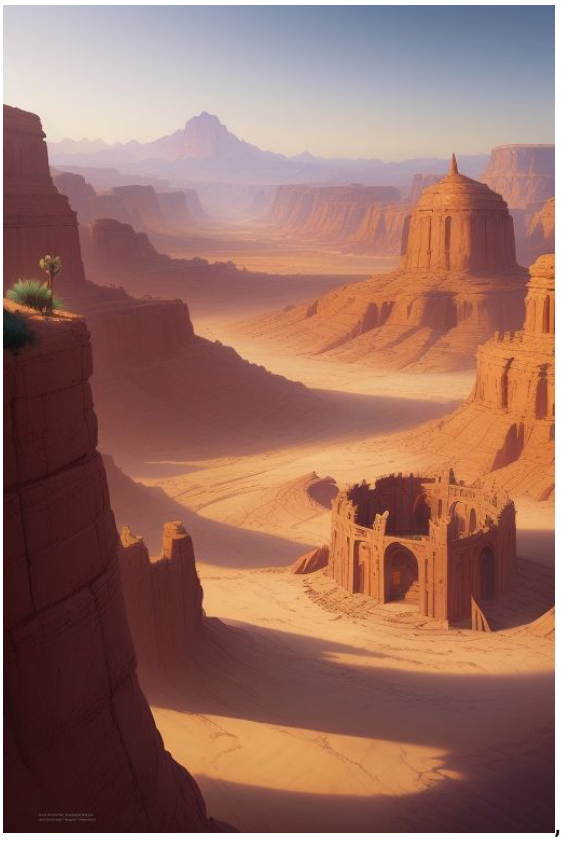
Push/pull/lift: 50lb move/lift req DC 13, every +50lb is +2 DC

Pickpocket: your d20+pickpocket VS enemy d20+perception

Lock picking: depending on "lock DC "

Jumping	1yard: DC 14 to success	+1yard per 5jump skill, +1yard aid if walk 2yard before jump	Nat 1 you trip	Nat 20 Your value is 2x
Animal love	DC 15 pacify animal 1min Use food:+2 effective	DC 20 animal friendly 1min, +1min/3above 20	Nat 1 it bite you Option: can pet by it	Nat 20 value is 2x Pet option: First 50%domestic, it 50%do nothing
Rope swing	Req move points spend If doesn't have rope here by. If have= free action	DC 14 success, swing upto X far, X= rope length	Nat 1 u slip from rope You can swing: half circle, circle, forward, back & forth	Nat 20 success Ex: swing forth, attack, swing back, release hold
First aid	DC 12 heal by 1hp -1¶	DC didn't matter	Nat 1 fail, try again	Nat 20 you awake recently dead
Knowledge	Sea, mountain, forest, island, hill, desert, sky, birds, logistics, sailing	Hell, heaven, religion (x) , foodstuffs, dungeons, nightmares, planes	Magic, languages (10into language= new 1 lang)	Death, life, survival, hunt, animal, aberration, horrors chthonic
Dodge	DC is written, D20+½dodge	If ur roll above then u avoid	Only half of dodge added to effort	1= epic fail 20=epic success
Pilot	DC 12 to pilot some (Some more)	Ship/cart/ animal chariot	33=2x speed 50=3x speed	1=fail 20=success

Survival	Value add to escape weather	DC 13 ignite stuff with flint &steel	DC 20 forage DC 17 hide in bush	Roll 1 fail Roll 20=×2

 ,

†Deserts: shifting sands DC 15spot/escape

Potholes spot 17dc, fall 3d6dm 10yard deep

Ruins - contain some money and monsters

Ruin has traps, treasures

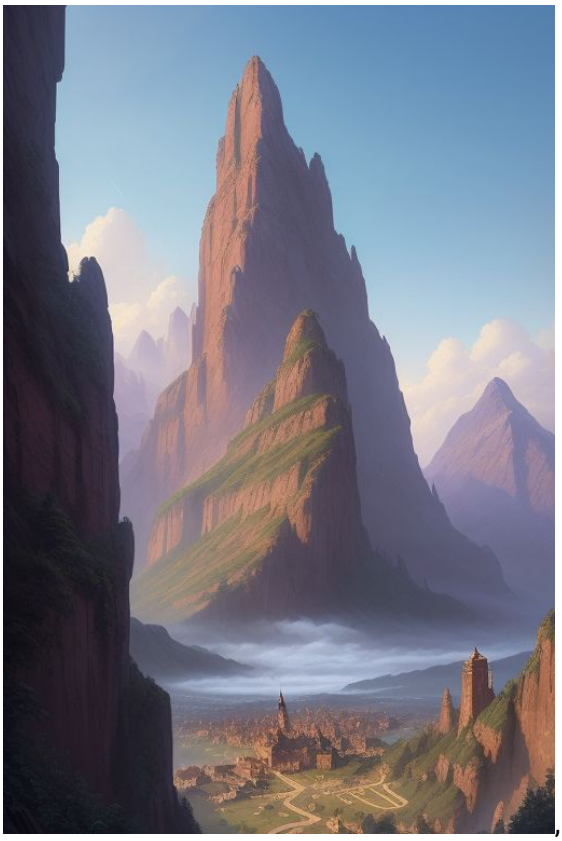
Sandstorm blind DC 20 fort, weather DM 2¶/hr if not in shelter/cover tent/full cover face

Dust devil if 15yards by u, -4all non combat

Heat stroke - no hat +1¶\hr (optional)

Cold night - 2¶\hr at night (optional)

Quicksand - spot DC 25, avoid by checks DC 25 or with friends (+9if), 3stages, 4stage suffocate 20%max hp ¶ per minute.., success reduce stage by 1 (nat20 escape fully)



★Mountain: slope up/down +3trip chance (more likely)

Ridge - walk 12dc dex/acrobat

Cliff - walk 14dc, climb up cliff 22dc

Crags - unstable ground (no advance moves)

Old well - fall 30yard, climb DC -3

Ogres/troll caves - deadly family of 2d6+1 ppl

Avalanche - shouts/climb can cause, 5d6dm, hits +6¶ , last 2min(hit 1per minute), spot boulders 20, avoid/dodge 19

Loose rock - fail climb if touch it while climb

Falling speed: 5yard per round +2yard more per next round

So if u fall in combat, u can use skill Climb by move points

*Town: bandits - as is (1-100 number)

Lowlifes - as is (2d3 number, 1-2 social standing)

Rainstorm - soak in water if no shelter, -1all NC

Intrigue and assassinations - ye, inns day: 1sp-15gp(poor to rich)

Petty disputes with noble and peasants..

Zombie plagues &monsters pillaging.. (5%(nat1) every week or so)

Environment health (pickaxe ignore some)

1yard³ cube of earth: 50hp 10dmg reduct, wood: 60 15reduct +10fire

Of rock: 100hp 20dmg reduce, cobblestone: 70hp 10reduc

Of sand: 10hp 5reduce (Make clouds of sand) , adamant 500 50reduct

Of metal: 200hp 30reduct (50cm wide it /2hp, 25cm it /4, etc)

Example: fireball hit 100dmg in earth, radius 6, it will bring first layer off, bcoz do more than 50,and second level may too.

Or: 10barrel gunpowder boom, 120dmg, in cave it break 1tile of walls.

★Northern: cold weather - no protection or furs on u then 2¶\half-hour (nightmare mode: every minute)

Cold water - soak -1¶/min until heat/get dry

Snow walk - snow upto 5yard deep! Use ski or u can fall (no DM but it's cold, or 1d3ice), DC 12dex

Ice spikes under snow! - as is (4d6 ice if no shoes)

Ice floor &thin ice to fall in water! - DC 16 avoid

Snow covered thin ice - if you risky (immediately into water) spot 27

‡Southern heat - heat stroke (2¶\hr if u overclothed/heavy armor metal)

Fire whirlwind - rare, for 5d6+5fire area 145yard, move 2 into random direction (every minute), 1hr lasts

Ashland sandstorm - blind DC 16/ 1¶\hr if not sheltered, 5hr

Hot sand - no shoes: +3dm taken from enemy

Fire floor - burn 3d6+6 fire on step, fire floor is infinite..

★hills - sloppy (slope down easier to trip)

Earthquake - rarely but happen (5d6 non le, lethal if in building)

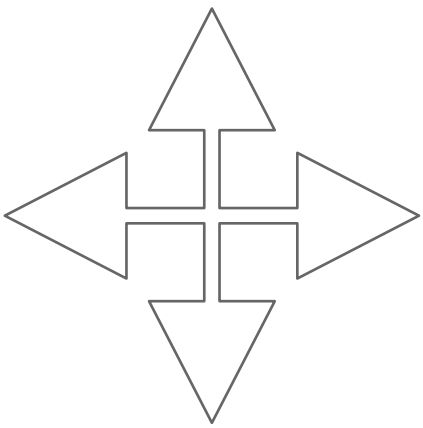
Thunderstorm - can happen, 1d6hr, thunderbolt do 20d6...deadly

Caravans, slaver caravans, lizard men!

Bandits, brigands, peasant revolts!

Potholes, plot holes, bear traps..

Falling downhill? Use acrobatics/climb to stop (DC ~15)



*Swamps , Quagmire (get slip into bog! U drown if not escape, others can help, DC 25, or slip downers, 3stages, fail - slip faster)

Boggy water - vs u poison and bleed add 2¶ on impact if u drenched in stagnant water.

Disease from eating meat! (34%chance 2of6 ,d6)

Sharp cattails - 3d6 bleed on step, 3min, spot 16, avoid 20 (crouch/crawl= avoid 40)

Witches! Swamp hags, blasting turtles, vodka(Vodomut)!

*sea - whirlpool (u can drown or eaten, swim away DC 20swim)

Sea monsters! Pirates! Kraken! Fel (bone) ship!

Sharp corals - 2d6 bleed 3min, 4spot (14 above water spot), 16avoid

Deadly fishes! Morena(barracuda)! 2d6bl if go close, 3min, spot 10, avoid 17

Sea storm - waves crash 4d6+4 DM, avoid swim DC 23, spot 11, every 1-2 minute check it.

★forests: drop bears! DC avoud 29, spot 13. Monkeys!

Branch fall 2d6, spot 15 , avoid 14

Tree fall! 8d6+8, spot 10, avoid 12

Shrooms! Deadly and growing up

Witches! Dryads, nymph, Kikimora

*Dungeons: slimes, spiders, trapped, gelatin! Falling stalactite!

Giant mousetrap! Pitfalls! Spelunker. Stalactite (rope swing by it)

Falling ceiling or floor, spiked pillar 4d6 if pushed into.

Stale smell - can't get by, -3atk focus.. Acid pools, Pool+sea monster

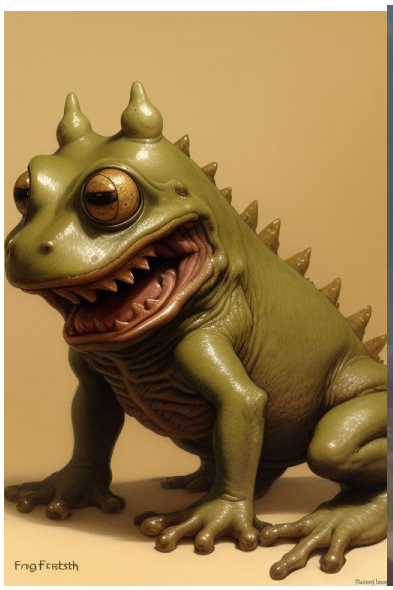
*island, jungle tropics - poison grass! Spot 13 do 2d6poiskn (with ¶). 33avoix

Drop bears! (Even swarm), spot DC 17

Living vines (2d6+3 strangle &grappling +9, spot 16, avoid 20)

Landslide (spot 18, avoid 22, u slided and take 8d6dm, -2ms 1hr)

Carnivore parrots &harpies& monkey birds



7. Monsters, animals, NPC:

Universal information: every monster has at least one attack (unless stated no), and it's stats are +1+1 (atk, atk dmg) per lvl, first 9 lvl also a +1+1 bonus. AC 10+dex modifier, damage depends (see below)

Avg health by lvl: damage by lvl: (ex: lvl 5 monster +6atk, 3d6+6)

1: 7-10+1d6 hp	Dmg(dice) 1	8: 85+4d6	4	15: 400+6d6	7
2: 20-25+1d6	1	9: 100+4d6	4	16: 500+6d6	7
3: 35+2d6	1-2	10: 120+5d6	5-6dice	17: 900+8d6	8
4: 45+3d6	2	11: 140+5d6	5-6	18: 1400+8d6	10d6
5: 55+3d6	3	12: 200+5d6	5-6	19:1800+10d6	11
6: 65+3d6	3	13: 250+5d6	5-6	20:2-3k+10d6	12d6
7: 75+4d6	3	14: 300+6d6	7d6		

*bonus health from dices you can skip. *unarmed dmg dices

Kill one give 10%exp if it was at least your lvl.

Amount of attacks 1, after lv 14 may have 2+ attacks

Monster can have bonus attacks - free basically. Swarms/army/legion only get one of bonus attacks per round

There giant version, dire version, elements version..

★turn into elements = below 10lv add 5ele DM, about 10/above 10lv add 10 ele DM related to, and +1+1 if below, +2+2 combat if above 10lv. (+take -5 from the element)

†★scale dragons lvl: 15-18adult 9yung 5baby 20elder (hp: baby 50,young 150,adult 500-1400, elder 2000+)

-->to make giant (add 2lvl, double hp +10,+50% add bonus attack hit/DM, add 1dice to all, +50%speed, +1ac, one size up(or two))

--->to make swarm(10) (5spots, +15atk +15dm, two attacks and 1bonus if has,only +7+7 if lost half life, hp multiple by 3-4x, lvl is same!)

-->army(100) (25spot yard², +25 +25, three attacks and 1bonus if had, only +13+13 if lost half health, hp multiple by 12, lvl count as +1)

-->legion(1000) (125 m², +35+35, +17+17if hurt half life, eight attacks and 1 bonus atk if had it, hp multiple by 100!, lvl +2 count for exp) (ex: if had 2attacks, swarm add +1, army +2, legion +7)

★†★kill swarm/army/legion - up 10x exp if it does give exp..

★can't up more than one level per battle!!!

To get baby dragon - break egg during hatch (100year till it hatch young)

Small dragons easier tamed.

Humanoids use weapons,damage go from weapon &not add from dice unless say so.

Person / Monster sizes:

Diminutive: <1inch	Example: ant	Large: 7-9ft	Ogre, bear
Tiny: 5-10inch	Ex: pigeon	Huge: 2-5yard	Giant
Small: 1-3ft big	Ex: gnome, cat	Gargantuan: 8-20yard	Goliath
Medium: 5-6ft	Ex: dwarf, human	Titanic: 30-50yard	Kraken?

Drawbacks/bonuses: diminutive/tiny +5 AC, large/and above -1ac -3stealth

Yards: huge 2*2, gargantuan 5*5, Titanic 10*10at least

Monster types (definition) : insects, animal, beast, aberration, chimera, monstrosity, humanoid, bird, feline, ursine, haunt, horror

Monster prefixes: magic, spirit, fey, demon, half demon, fiend, aquatic, undead, heaven, hell, outsider (most definitions unwritten,too long)

These have some bonuses. It is their nature, not stuff like "fire bear".

*Monsters have levels 1-20

For GM: you can add players levels to use number for lvl of encounter

Some of the Giant versions defined too.

★

Lvl 0 (0exp giving)

Ant (diminutive,neutral,territorial,giant is aggressive, 1d3dmg)

Gnats (d)

Mouse

Mosquito (diminutive, crit= malaria (disease, -2sped -1all attribute,daily DC 18,one cure))

Termite

Centipede (tiny)

Wasp (1dmg 1¶)

Frog

---Monster 1 lvl---

Goblin (10hp, +3+3)

Botfly

(Bite: 1d6+ disease: apathy until healthy, DC 21, flying 6, AC+1+5)

Red army ant (1d6 +2¶ AC+5+2)

Black ant (bite 1d6 +3¶! Hurt as heck 1d3wis, +8ac)

Lizard (iguana, small)

Bee (1d3+2¶, AC+1+5)

Bumblebee (4¶, AC+0+5}

Hornet (sting 1d6+5¶+ less paralysis, AC+1+5from size)

Zombie

(bite : zombie plague, first check DC 13, if cure it cured, then after hour another check DC 16, if fail it u zombie, can turn back by spell.AC+1,Smash attack 1d6 and bonus Bite+disease)

Zombie youngster

(small humanoid, can fit into tiny container/tunnel. Uses common zombie rules)

Rat (tiny,1d6,crit= rat plague(contagious 1yard,-2all saves, DC 12 cure))

Brownie

(small size, fey, mischievous old man, beekeeper 3lv 7mp)

Evil gnome

(Squat humanoid. Only stupid levels of evilness, like: curdle milk, steal all the cookies in village, put manure at every house, AC+2+1(dex 12))

Centipede (small size insect,1d6 3¶)

Bandit (attacks but not immediately)

Hellborn (misshapen head, items: wicked weapon)

Stray dog

(Provoke range 1yard, attack on sight if u hold food)

Dhampir \wight (can scale)

Frogman (sc)

Zombie head runner

(Zombie head with some fingers that run around. Can fit into tiny place. Skills: jump +7)

Rogue (quick, poison on dagger ¶3)

Skeleton (unarm)

Ruffian

(any race, NPC, social standing 1-2, info: sleeps in ditch & will kill for gold coin)

Redcap

(murderous 2ft gnome, throw knives, loves blood, but dumb 8int 14dex 10str 7other, move: 8)

Peacock (drop 1d6feathers, 1g ea,fire=no)

Mastiff (dog, move: 9)

Killer bee

(Sting, bonus attack Sting, 1d6+3¶, behavior: ultra angry aggressively)

Bat (small size 1-2ft, bite, bonus attack bite)

Tsetse fly

(1d6 bite +disease: "wildness", apathy madness effect, DC well-being 21, fly 9,AC+1+5, hp 7)

Militiamen

(arming sword, cloth armor, can have shield, behavior: roam around city in 4d4 packs looking for monsters/thug. Organization/job: walk patrol streets 6hr for loaf of bread and 1sp daily)

~2lvl

Scorpion

(3¶sting, attack pincer 1d6, bonus attack sting, small size)

Slime

(Mimicking others upto large. Attack 1d6, medium size, death kaboom 1d6acid 3*3 area)

Rabid dog

(Attack 1d6, above 16= catch rabies, fear -6 DC to work against it)

Bugbear (catch ppl &things &go to lair)

Giant ant

(Small size? Medium size? 2d6 dmg. Huge anthills 25*25 dungeon/caves, anthill: 10d6 pop,50gp)

Thug (npc any lvl, weapon, or padded gloves. Behavior: mugging)

Goblin warriors (wep,+4+4)

Goblin berserk

(axe, AC+1-6 rage and+3+3,adv reckless= +9+9 -6 AC)

Mormon/morlom/morlock

(Dogfish man. Behavior: pillaging cities, living in sewers/sea, worship molox, enslaved by anbokrok. AC+3, attack 1d6, uses crude weapons.)

Kobold

Dark elf Bowman /Evil elf marksman

(Hunter class, bow +0, ~20arrows, feats: marksman, can scale levels/items)

Beanstalk monster

(trash, plant aberration, very weak. 1d6,+6 from fire, climb +6)

Frogman warrior (spear or harpoon or sword)

Wolf

(Wild canine animal. Attack bite 2d6, bonus attack Bite, hunting +8, survive +7, move: 7)

Nixie (fey evil mischief)

Goblin archer

(Have +0 bow, ~10arrows, feats: take aim)

Spinhead zombie

(Head attached to neck by long rope of guts, can swing the head. AC+2, attack 1d6, bonus attack Bite if grappling, first attack can entangle or grapple or pull(2yard). Feats: swingarm(it +3 if readied attack, it can))

Bull

(Charging attack 2d6, provoke range 10yard)

Bar brawler (any race, ok feat: jackass ,fistfight,makeshift)

Barkeeper (deadly, makeshift,any lvl)

Mad dwarf alchemist

(Bearded dwarf with bottle. Items: ice bottle/fire bottle 1d3 amount of bottle, may give job)

Demigod (any lvl, any race)

Evil X race (scale levels)

Skeleton warrior (weapon)

Skeleton Bowman (bow +0)

Brigand (any, weapon/crossbow, behavior: attack on roads/dark alleys)

Guard/ guardsmen

(Items: leather armor/half plate/breastplate, spear/arming sword/halberd)

Skeleton crewman (swarm is skeleton crew), 22hp, uses oars or bottle as weapon

Mummified animal (ugh,non fish)

``3lv

Dingo (pack hunt, flanking feat, skills: +5 hunting)

Rat king (call 100rats, 1/b) (3ft tall rat man,in bone crown)

Evil doll

(4-6ft tall doll, medium size, 50%of it actions are evil, can escape puppeteer to live about, feats: deadly. Rare Playable race)

Jackal (+1bl)

Giant bat (medium size)

Bear cub (medium size, small teeth, 1d6,bonus bite 1d6, 3lv,AC+3, can tame)

Red scorpion (fire), black scorpion (dark)

Flying monkey (wings, 4ft tall, can lift 45lb, drop boulders 6d6+6, can pull u up multiple)

Evil flying monkey (same but helps evil ppl,evil)

Goblin shaman (druid 2)

Mad soldier (3horn helmet, bites nails, 3d6 charge headbutt, aura -3focus atk, below 50% reckless +2eff, 3ac,feats: tough,cannon fodder)

Giant rat (small size,1-3ft big rat squeaking at u aggressively. Crit disease: Bone rot - damage DEX 1d3, every hour, cure 15 fort DC once.)

Fire/dark/ice wolf (add 5dm of elements,+1+1)

Bulba (bulbous things grow from it like raspberry and it can burst it into non lethal ooze slime 3d6acid 5*5yards,monstrosity aberration)

Bugbear trapper (use traps &wait by campfire)

Frogman priest (sea magic 3lv 4mp)

Mermaid

(Human with legs as fishtail. Any class, **Turn legs** (turn off tail and get legs for 2hr, after that you need to water your legs to use it again.), **Fishman** (daily swim or get 5¶*lvl))

Half-zombie

(half skeleton half zombie,no plague on bite but life drain 4/bite, 1d6 + bonus bite 1d6)

Harpy

(Winged bestial woman. AC+4 Attack 2d6, bonus: Feathers/Screech, **Feathers** (rain down sharp feathers,2d4+4 all enemy) **Screech** (all enemies lose 1d6+1 attack damage 1round,40rang,DC 18), move: flying 17, attributes: 14dex 10str 8other. Talk: aviano)

Gremlin

(small sized large eared wrinkled creature resembling a goblin, but look more smart. Size small (2-3ft tall) , AC+4, 2d6 attack, skills: pickpocket +8, climb +7, lock pick +9, craft traps +5, attributes: int dex 14 other attributes 10)

Evil winged eye

(wings on large eyeball, scouting area, it look evil. AC+5, size small, cannot attack, MP 5, specials: evil spear (spell, 3d6, piercing, 1mp), talk (1mile range, 0mp), **call skeletons** (call 2d3 skeletons, call again remove older one, 2mp), speak: ancient, worldly, attributes 10, move points: fly 8)

Dark winged eye

(Wings on large blackened eyeball, flying around, it look darkly. AC+5, size small, cannot attack, MP 5, spells: dark bullet, dark arrow, dark spear, dark shield, dark ball. Speak: worldly, ancient. Attributes: 10 all, move points: fly 8, specials: **call shadow man** (call one shadow man, 5minute, 2mp))

Dark gremlin

(Squat creature look cunningly smart, resemble a large eared goblin. AC+4, 2d6attack dmg, attributes: 10 all except int/dex 14, skills: look gremlin, behavior: cause chaos)

Evil gremlin

(Look gremlin, behavior: work for evildoers, cause chaos, make evil deeds)

Dryad

(Forest spirit, neutral/chaotic good, druid lvl 3,8mp, **Mend with tree** (mend into tree, +47stealth and conceal during this, if tree chopped it ends), provoke when u hurt nature)

Mandrake (ded kaboom 2d6psy 3yard +confused 1round DC 10will)

Mandarin monkey (throw rock 1d6, then melee 1d6, feats: fistfight)

Giant centipede (medium size insect, 5ft long,6¶)

Nymphs (magic upto 5lv, forest: dryad, water: nereid,mountain: idk, etc)

Kobold pirate (can have pistol, cutlass)

Dire bull

Pirate cook (any race)

Ant man (any lvl, 4arms,+100lb carry, two attacks (base race, but penalty -2-2 each))

Lesser demon (scum, have skinny body 5ft, small wings, horns)

Shambling zombie (always same slow speed, even climb and crawl and run,4yrd speed)

Monkey man (can scale)

Occultist, (angry worshipper of dark gods)

Carbuncle

(neutral but some can evil,cleric 3lv 3mp, **Heal** (shot lights from jewel in forehead and heal target by 1d6+5, 15 range, 0mp))

Bloody ballerina (deadly, quick, uses switchblade)

Freaking clown (sadistic, deadly, entertain, tough)

Shadow man (hide in shadow, light take +20, can pass through small crevice)

Shadow dog (12stealth (+4nat +8skills), ability: skip ground (tp 6yard 1/min))

Wizard orc (or any other race, 3lv, any type of wizard)

Jester (bard/lunatic/wizard, entertain you)

Pirate (crew member)

Vulture/ condor

(Medium sized scavenger bird. feed on remain &on tired ppl)

Lourerai - light plane outsider, shining very, npc

Hair and skin zombie: only hair and skin! Crawl!

Boar

(Pig with tusks. Only charging attacks, one attack 2d6, AC+4, medium size. Edible)

Kappa (drag to drown,can scale, aberration ok)

Spider (small, attack 3¶, spin web 3*3yard (can drop web down), giant is 5lv medium size)

Running spider (same as spider but no web, move: 8 walk/run)

Jumping spider (same as spider, same size, can spin web, but +40 jumping)

Witch hunter (crossbow, 15bolts 6silver bolts +1, any race, hunter class)

••4lv

Hyena (pack hunt, flank,adv flank)

Centaur (any lv, items: bow/spear.Horse body with human torso.)

Drop bear

(This bear jump down on people, it's ambush. AC+3, attack 2d6, 200lb)

Horseman

(soldier, at war, plate armour/chainmail, polearm or pike or longsword)

Vampire bat

(bite, bonus attack bite, bites heal it 4hp, crit vs sleeping = give vampirism)

Axe boar (has axe look like bone in face)

Lion (large,4ac,two attack,bonus attack Bite)

Cave spider (medium, giant is huge lv6, AC+6, dex 14 str 12, weight 200lb, bite 3d6, bonus: bite/web net (throw web net, 16dex DC catch and pin, 3*3), move: walk 8, jump +7, climb +29, bite venom: apply paralysis lesser, 4¶)

Bohol beast

(magic beast with blue glowing skin, can teleport 5things 6yard away (cool down 2minute))

Gnoll (can scale)

Birdman

(Bird headed person, feathers on the skin, talons on toes, scaling)

Rust devil

(Ask to eat your weapons for 1 small favor, if u decline, spit rust 3*3 which destroys +0/+1 items! 6range)

Kobold klezmer (sling shooting, can have +1 sling enchant)

Kobold fanatic (apostle of some God, apostle 4lv 5mp)

Ankhsman (coal mummy with magic lv 6,5mp, aberration ok)

Poltergeist

(haunt invisible, only take max 5dm fr hits, telekinesis and one attack others by objects)

Night man/night stalker (invest 4lv 5mp, attack 2d6, AC+5)

Ghost

(Take -5 all non magic dmg, annoy/kill others)

Sunflower dragon

(very dimwit weak, smal size, sunflowers grow it forehead. AC+5. Breath petals 0dmg, &bargain for mercy &easy befriend if u intimidate first)

Land whale

(three titties bloated female, lower body of a seal, has magic lv 2, ice, sea magic, large, aberration ok)

Shrooms monster

(Stay/walk around, Large size, AC+3(-1), giant is 6lv and huge size)

Kikimora

(Pull you into swamp, DC 18dex avoid, AC+4, 1attack 2d6, for atk on above 16 disease: syphilis -4all attribute 24dc fort)

Ghoul

(any lv, behavior: secular, inhabit ruins, sewers dwelling, stealing meat by biting livestock. AC+3, attack 2d6+disease (ghoulish wasting, 1d3 dex damage daily,23dc), info: required pounds of flesh daily or lose 1 str dex con(0con=immobile), chaotic/evil undead)

Goblin elite warrior (feats: brutal, sadistic, deadly,adv reckless)

Hellcat

(Cat from hell. Medium size, AC+4, one +4+4 Attack: 1d6+5fire)

Hell rat (2ft size)

Faerie (miracle can use, but it neutral people)

Jellyfish monster

(Flying jellyfish monster. Large size. AC+5, attacks: Zap (electric 1d6+2,9range), electric ball (1/d, 3d6+4 6*6,35range), move: levitate 8. Living requirement: plankton &water)

Giant wolf

(Still smaller than great wolf)

Warg

(Evil wicked looking wolf. Magic beast, dmg 3d6, **deadly aura**: all enemies take +6 damage from crits, **howl**: reduce enemy attack dmg by 1d6 (awill DC 14 fear), move: 9)

Monster frog

(AC+6, medium size, attack by bite/tongue, bonus tongue attack: 3yard reach, pull target by 2yard towards self, demon, jump +15,climb +7)

Hog monkey (with spear, primitive warrior)

Nightmare, (dark horse, feats: underdog, dark horse. Live in dream land)

Alp,

(dream land, have wings and horns, abilities: **sleep horror** (target 5yard, target awake in confusion and attack nearest, except for alp, 5minute), **invisibility** (make self invisible 5min), move: 5walk 6fly)

Leonidos (can scale, habitat: mountain, leonine head on human body, hair mane around the neck, hairy forearms, clawed hands, info: have their own laws)

Wolfman (sc)

Brute zombie (2x vs doors/walls,large, attack 2d6)

Bloated zombie,

(kaboom into gas on death 3d6poison with ¶ 5*5area, giant is large)

Acid spitting zombie,

(spit acid 2d6,1d6 to adjacent main target,9 yard away)

Winter wolf

Mummy common / draugr

(no magic,spirit wep +2-+3, take -4 dark, +4holy/light)

Bone stalker (on dead kaboom 2d6+2 piercing dmg,3yrd)

Flesh stalker

(dog intellect, atk 3d6+2 bleed +disease (blood poisoning, +5¶ from poisons, DC 23))

Parasite (small,but upto large injection)

Bodyguard (npc, any race, can scale levels)

Highwayman (longbow, longsword, bandit)

White knight, (protects wamun ,npc/any race, can be bulwark or warrior)

Black knight, (oppresses wamun ,npc/any r)

Deadhead monkey (dex 14, can chokehold u by tail 2m long)

Suka/Kea /kaka - parrots eating skin off ppl and animals and steal food and break stuff. Swarms more normal (more often)

Cobra (7¶ -3mov)

Viper (6¶ -1atk)

Sea rat (rat man, often become pirate after trained by shipmates, it is learn able, walk up right)

Madman (use tekko Kagame, bloodletting, deadly, quick, crit threshold, exotic,tough)

Shabti (clay golems, can work for u, ask sacrifice of something precious to you) 4regen

Jack-o-lantern

(small Fey with a carved pumpkin, bard lvl 3, 4mp, feat: fire touch)

^5lvl

Harpy queen

(purplish feathers, talk, beauty, intelligent, but still protect her harpies, AC+7, attack 4d6 + bonus rainfall/shriek, **Rainfall** (rain sharp quills 2d6+5 all enemy, req fly above), **Shriek** (all enemy demoralized, panic I ,DC 13 perception, 1round, cool down 3rounds), move: fly 24, attributes 15dex 12other, saves 4 all, feat: wind touch)

Bandit captain (diplomacy +8, weapon +1, leather armor+1(AC+3+1))

Elite guard/blackguard (weapon +1, some armor)

Ogre

(Monstrous bulky man with insatiable sadism. AC+6-1, size large, two attacks 3d6, **ripoff** (one attack can be ripoff if grappling someone, it do 4d6+4bled) , **Bite** (one attack can be bite, it do +5,and 5bled on crit), **roaring** (demoralize enemy -3 focus 45yards, DC 16will), chaotic/evil)

Vodyanoy

(Hideous old man. Grab target into swamp(DC 16dex= failure is pull, success is trip))

Leshy

(Forest spirit evil/chaotic/neutral, **imitate noise** (make any noise to lure ppl, 250yard), **brambles** (make bramble cage around 3*3*2 area, last 2hr, 45hp 18ac), AC+3, attack 2d6, crit +1 often, druid spells upto lvl 4, 5mp)

Kamikaze bug (Orange ladybug, size of a cat. 5d6 fire on ded/at will, 5yard radius, small size.)

Wolpentinger,

(wolf bunny &deer/any horns. Charge attack 2d6. Chaotic neutral)

Baskerville hound

(Dog large size, **howl**: 2d6 reduce ATK dmg 2round save DC 16will, two bites 3d6, hearing 2x)

Fungaloid

(can infect, it 48hr zombie like state, death explode into spores, until head unbroken it can move,even if only head remains, spores 20dc fort, attacks 12dc disease, attack dmg 3d6)

Skeleton knight

(55hp, AC+0+6full armor, weapons +0/+1/+2)

Greater demon

(Bulky demon 6ft, usually above the lesser demons)

Bear

(AC+5, two attacks, bonus attack bite(+5dm bite), +8 survival +5 climb)

Waldorf/Waldo/walrus dog

(hot biome 15¶at Start of day -1mph, and -5¶ -1mph if no water everyday. 5mph, AC+5, taming)

Evil tree, (immobile, attack 3d6 3yard reach)

Vengeful devil (revenge for u, but sacrifice, look like bird devil, -4 fr dark,+4 from holy)

Vanara guardian (scale/other class, bulwark.)

Leprechaun

(fey, mythical rare, can give 1wish if u give him 100g, 17%no,1d6, AC+5,2d6atk DMG,move: 15yard)

Faun,

(Hairy legged human play pan flute (count as +3,20dm if play flute), can play any song)

Jackal were

(call 6 jackal, 1/b, attack 3d6, on roll above 16 =disease lycanthropy (turn into jackal were every two weeks for 5hr, gain: +6str dex con -1int wis cha during. 40 DC heal))

Gelatinous cube

(Square block of gelatinous substance. size medium, can engulf: acid 2d6 upto medium, giant 2x dmg upto huge. Items: bones, rusty weapon, 3d20 silver coins)

Crazy clown murderer

Arachni (lower body is spider, shot web: 17dc dex binding 3*3)

Humpty Dumpty

(Noseless white egg face on top of shoulders of a humanoid. AC+3, Attributes; 12, +7+7(feat fistfight, secondhand), attack dmg 3d6, behavior: wreak something or someone. Specials: **rolling** (roll up 5yards,cost 1move point only), **evil grin** (NPC became 25%evil if within 50yards of him), **spinning attack** (make hit against all adjacent, 1/b))

6lv

Smuggler (smuggle drugs and booze &stuff)

Mahler plant,

(Bizarre plant with fifty eyes. shot spit acid 2d6 2*2aoe, 9range, **Common melody** (create melody tune, 56range hearing it) aberration ok)

Phantom spider

(large, can go from invisible &fall down and break someone, 300lb, can spin net, **Throw net** (throw a net 3*3web, 17dc avoid, DC is dex+dodge/2), attack 5d6 +1mp burn)

Enforcer (elite police or black market one)

Bard (wear baldric, and lute +3, use it)

Great lion (6ac, huge, ok has monster strength (+3+3))

Fel flotilla, (ship made of skeleton and logs!! Can atk by ramming.)

Deep dwarf artificer (use rod/wand, can have bottle of Greek fire)

Goat demon

(AC+4, two attacks 5d6 +5fire dmg, **Hellfire touch** (below 20%hp can sacrifice self for 8d6 fire dmg to target,3yards cast, you still get experience for killing him))

Hellhound (+5fire to bite, 1bite, bonus attack Bite. Habitat: in hell. demon)

Giant jellyfish

(Same as jellyfish monster, but huge size, +1dice to skills, double move points)

Puppet master

(Fiendish clownish Master of puppets. **Circus** (create 2d4 evil dolls, 1/d), **Troop** (has 2d3 evil/chaotic dolls with him, obeying all orders), attack 2d6, AC+5)

Alicorn (have two horns, only like evil ppl, horn 4d6)

Balamut/Vodomut

(Dirty monster vampire from swamp. Two attacks claw/bite 4d6+ heal 5hp on hit, AC+7, **Foul breath** (do 2d6¶ at area 5yard around himself, 1per 3rounds, free use))

Dragon dog horse

(feed to tame &can talk &u must know it's language, aberration ok. Speak: netherske)

Bigfoot (breakneck kick, cq, 16knobak,2/battle. AC+7, attack 4d6)

Succubus

(Winged demonic female. AC+6, **charm** (charm target below 6lv, last 10min, attack same target she attack, target can try attack succubus but she has AC+6 for these attacks), **Life drain** (drain 3d6+6 life from target to self, 8range), **Kiss of Babylon** (target get disease: underworld strain, 2d6wis cha dmg daily,23dc cure), attack 4d6, move: 7, can't fly/0fall dmg)

Rakshasa

(Demon with tiger head and human body. Evil. AC+8, two attacks 4d6+2bleed)

Terracotta soldier

(cant be alone, so swarm+)(used terracotta sword+4, it makeshift fragile, crit make it broken,2crit brek. AC+8)

Boogeymen

(Evil malignant spirit, hunting at night. Attack 3d6+ fear DC 12)

Giant bone stalker

(Explosion dmg +2 dice,+2area)

Giant flesh stalker

Giant Parasite (can inject into person, controls person)

Golden cargunkl /Golden garbunkl

(**Pocket dimension** (have 25feet³ dimension for treasures and pocket money, on death it unload where it died), **pickup** (pick stuff into pocket dimension), AC+6, move: 13,wizard lvl 3, MP 4, look like golden fat rabbit. Small size, behavior: collect stuff and steal from people.)

Lizard man (can scale)

Lizard man scout

(with horn, behavior: sneak and use horn to alarm everyone 200yards range)

Mummy (magic! 6mp 6 focus)

Mimic

(Formless mass of tendrils and teeth, can take any shape of object, ambush predator. AC+4, two attack 4d6, giant is lv 8, move: 3)

Treant

(tree walking and stomping, size huge, most neutral/neutral evil, AC+8, count as tree, giant is gargantuan. Wooden armor: +6 from fire)

Mad wizard

(6lv, scale lvl, Mademoiselle with madness)

Burning bush

(always burn, can drop burn branches, but 2d6 fire if come close, use fire bullet for free.)

Island warrior (tribal brown any and +0weapon/crude weapon)

Satyr (drunk and can share it, druid 4lv 13mp, chaotic neutral/good)

Bearomir, bear humans hairy, live secluded and can help for gallon of food, hibernate = angry

Polar bear

(lv 6,giant is lv 8, two claw 4d6, bonus bite 4d6(+5dm bite) , in winter/snow stealth +18,swim +7)

~~7lv

Giant mantis (3d6, quick, secondhand, crippling, jump +12,6ac)

False prophets (evil %mage class%,7lv)

False dragon

(98hp,can't fly,can't breth,berserk ,random color, have bad wings, aberration ok)

Assassin (deadly, poison+3, 5¶+3¶<, quick,deadly,etc, can have any poison/drug/disguise)

Homunculus

(area attacks 2*2, 2 attacks 4d6, bad smell -2will 8range. Undead hulk with bulbous fists and Frankenstein looklook, piles of meat hang on its hands. AC+7)

Anathema

(Undead, aberration, skinny monstrous. AC+7, attack 4d6/abiliy. Ability: life drain 3d6+5 cq)

Golem

(large size humanoid, AC+6, attack 4d6, do wishes by his hands)

Basilisk

(**Gaze:** 10d6 death, if <20%hp then greater paralysis, AC+8, reg 7hp per round)

Troll

(reg 5/, 15hp per bite, AC+7, two attacks and bonus attack bite, large size (giant is huge))

Scarecrow

(AC+5, two attacks 4d6, special: **murder of crows** (call 100 crows for one minute/round, 1 use per 3rounds, **Scare** (scare target, DC 18willpower on fail get Fear II, 2rounds))

Thrwofl

(wolf troll aberration with fur,6eye red, 4 arms, AC+8, bite heal him 8hp, two attacks and bonus attack bite (+7dm bite), move: 13, climb +14, acrobatics +8, deduction +6, hunting +11)

Assassin ivy

(vine growing so it can grow suffocate u in sleep or if can't escape, **strangle** (after grapple can do it - 6d6 dmg), AC +7, hp halved normal, speed: 8 crawl, take +15 from fire)

Roper

(can detach hands, 9yard hand ropes, **Entangle (**target ropes become alive, entangle someone by -5mov, escape artist 23 DC), AC+4 , two hand-whip attacks 3d6, reach 5-9yard)

Scylla

(Multiple serpents coil from this female lower body, AC+7, specials: **captivating gaze** (target -9-9 vs you, target DC 18 will - on failing save it attack same target Scylla target. 1/b,free action), **ultimate poison** (target takes 6d6+6 poison DMG, with same to ¶exhaust, 1use/round, take action))

Skeleton elite archer (wep bow +4, items: ancient helmet, feats: quick shot, marksman, rogue)

Giant monster turtle (look animals section)

Vyhuhol (blind, good senses, predator at night. AC+10, attack 4d6+ cripple, reach 1yard)

Ice devil

(Towering icicles monster with cold breath and offerings. Icy bastard sword +4, feats: monster strength, sadistic, conniving. Move: 8, 13 attributes, -10 from ice +10from fire)

Fungal king (call 7 fungaloid,1/b)

Gazpacho

(flying monster with low intellect but can ferry you somewhere,has 4legs and look like sloth)

Lizard man giant lizard rider

(AC+8, ride giant lizard, One Attack, bonus bite lizard 3d6- reach 3yard, weapons: +3 whip or glaive/Trident. Evil + enslavement. Organization: alone or 2d4 pack or swarm(10))

Sandton monster

(Armored shell with shrimp like legs. AC+7, attack slap 1d6, **dig in sand** (hiding to ambush, +45stealth while), **spit water** (spit water hose at all enemies, 4d6 ice, one in two rounds), **roll over** (roll over something,slam mechanic 5yard 1*1big,5d6), move: 5walk, 3 under earth, swim 7, weight 1000lb)

Chupacabra,

(very predatory, hunt at night, life steal on bite hit, claw 3d6 + bite as bonus atk 3d6(+7bonus dmg bite) , AC+7, move: 9, night vision 27yard)

Two headed ogre berserk

(two weapon, 2ataks, rage automatical, adv reckless,toughness. AC+7+2leathr-6rage)

Wraith,

(death magic 5lv 5mp, ghost, pass walls, doors and can't pass coffins/sarcophagus)

Loaded sarcophagus - bomb or wraith/vamp if opened, 1d6 silver and gold coins

Vampire

(scales) (mag weapon or unarmed, health bonus +20, feats: monster strength for free, fistfight, brutal)

Torturer (abyss, huge size, many hands with weapons, 3 attacks with +2spirit weapon)

Mud elemental,

(Mud dirty humanoid. &can cast shifting sands, attack only 2d6+free grapple)

`~8lv`

King

(can scale up/down,NPC)

Gargoyle

(7ac, +5unarm dmg, +deadly,+3vs fear)

Skeleton master swordsman

(Hp 80, AC+3, Class: sword master +4 (+4+4with swords), items: +4 longsword, feat: quick s)

Fire troll

(+20fr ice -15fr fire, +7fire to atk, bite, two attacks and bonus Bite)

Ice troll

(take +20 fr fire, +7ice to atk,to bite, two attacks and bonus Bite)

Digga

(neutral until attacked, can roll violently, **rolling**: trample others by roll in on them, 7d6dmg,range 9yards. **Dig**: digs tunnels really fast, **feedback**: feed him or befriend to have a dig cave for you)

Unicorn

(only likes good ppl, AC+6, attacks: horn 4d6)

Siren

(winged mermaid beautiful, aberration ok, captivating song: run 8yard 6rounds,go swimming if can/jump off cliffs if can, DC 19will)

Black mamba (8¶, stealth +9)

Yeti

(**Bash** (attack area 3*3 always, crit 19-20 always), items: log (5d6), 2 attacks with log/1attack 1ability, **Ice breath** (9*9 do 5d6 ice, 2round), move: 8 walk, skills: stealth +15(in snow), survive +14, AC+10)

Salamander

(Human bearded head on fire lizard body, it tail holds a +4 flaming scimitar. AC+6, 2 attacks. **Fire touch** (5+4dmg, 6range, cost one attack) , **fireball** (3d6+4 6*6, 1/round, cost attack), move: walk 7.)

Gluttony devil (bite ur arm off for benefits? The benefits is trash)

Greed devil (sell your friends for money? Look like needle toothed grinning monster. Large)

Evil nun (look evil gruesome. Dark witch 6lv upto, or evil pope)

Devil maids ((lullaby, -5dm and focus,48range), look like hands of a goat beauty woman, and ram horns, and soft voice, use gore atk 4d6, demon/devil)

Master thief (any race, npc)

Lizard man wizard

(As is, 8lv wizard any type of wizard/or apostle)

Crone

(super deadly hunched grandma, use chaos touch 1d6: fire, ice, electric, acid,teleport u 9yrd, petrify greater. (Roll 1d6), Dmg 5d6 for touch, it close quarter, witch 5lv 6mp)

Swamp hag,

(cook u into food, &drown, **Become beautiful** (infiltrate society, cook youngster into soup &eat to retain beauty and look like human for a week, DC 39 illusion))

Djinn

(3 wishes per week,count as ghost,haunt, magic spirit, evil/chaotic one can twist the wishes)

Lion monkey

(large monkey with lion teeth and mane and front legs, +8climb -8swim) (mythic +300hp, live 400year)

Devourer,

(can devour, look like sharp teeth and open mouth and behemoth like (upto large, giant one can devour upto huge) size huge, do 5d6 dmg while you digested, stomach have 40hp 15 AC to escape,attacks: one bite 5d6, one free devour)

Sea devourer,

(can devour, shark mouth, **devour** (devour do 4d6bleed instead, stacking, stomach 38hp 20ac to escape, stomach got teeth inside))

Gold fish

(can do 3 wishes for u, but each wish be more mockup than ur asking,talk,rare mythical event)

Tormenter (abyss, horrible ghost, dark wizard 8lv 8mp)

Dreaded (abyss, gargantuan undead, warrior)

Grave keeper (skeleton like grandpa, malignant, summoner death 7lv, 5+3mp,surge)

Spirit (any lvl, any element, example: wind spirit can cause whirlwind.. Rare)

Cursed armor

(can occupy around other people, AC+10, target has minimum 20 all attributes after it glued to them (curse, DC 28 or so), make target count as demon and 50%of action are must be chaotic, first round of combat it act how it wants - DC 24resist)

Dybbuk

(Black demon with invisible body, just red eyes floating around. Attack 5d6+ panic (add +1lvl panic and so on until 3lvl), AC+11, **Telekinesis** (move target items into any way, 5yards, if it held by someone then DC 16 dex failure to work), **Telekom** (talk to person,1km radius, not required sight of them), behavior: solitary malignant chaotic)

`••9lv`

Draconian (any lvl, can breath, breath 5roun cd)

Elven sword master (+4+4 bonus by sword and+1+1 swordplay, +6 any sword, +2 leather armor)

Pirate captain (very rich or weaponised)

Sword spirit (Person made of fifty swords, rare, attack 10d6+6bled, AC+13, chaotic neutral)

Wrath devil

(croco elephant, do your task of killing if u sacrifice some other person.)

Wyvern

(Large beast look like dragon, AC+10, two attack 8d6/screech and attack, **Screech** (reduce attack dmg by 3d6, 1round, DC 24 perception to avoid), exotic evil mount, Move: fly 20)

Cult leader

(can get whole cult against u, can have magic items)

Chimera

(Lion face on goat body and wings, front legs of a lion, and a snake tail. AC+7, two attacks 5d6, **deadly flanking** (flanking this creature give you 3¶ from its tail), **Flight** (fly up, upto 4minutes, cool down 10minute), speed: 7, size large, aberration ok)

Manticore,

(**captivating song** (cause targets run toward u next round for all their speed, 13range, roll 20 +4 its DC willpower), **barber shot** (shot barb, target hit is crippled and lose 2hp each yard moved ,5min/first aid 18remove(do 2dmg if), 2attacks: melee 8d6 claw/ranged barb shot. AC+9)

Catoblepas

(**foul breath** (do 5¶ one time per battle, 9range aura),**death gaze** (look at target and it takes 6d6 death dmg +horrified DC 22, eye contact req, 45range), **breath of Stonington** (breathe calcium dust, 7*7 - cause lesser petrify DC 27fort avoid), ac 8, attack bite 7d6 (but uses abilities), 9dex 24con)

Gorgon

(Bull of death and arrogance. **gaze of death** (do 6d6+5 death and greater petrify if <30%hp), +12ac, attack headbutt 7d6, kill its snake tail to do 30 DM to him, snakes 20ac 20hp. Mythic +500hp)

Monster apostle

(Evil apostle 9lv, powerful crits (3x crit dmg instead of 2x), AC+9)

Hydra,

(reg 15hp/round unless took fire, 3 attacks 4d6, latches (-3move points any, on hit), unfulfilled crits (take -24 from crit unless it had took fire dmg last 2minutes), can ready its attacks)

Kitsune (scale, items: magic items or wand)

Griffon

(regal mounts, bird-lion likes seeds, fly 25, large size)

Skolopendra, (125hp ,6yard length,AC+9, **acid spray**: breaks +0 +1 items if hit target (uses monster attack accuracy, do 6d6 acid dmg, 10yard far 4wide))

Ant lion

(mythical+1000hp, 150hp, can pull/push 1000lb, angry, bite 5d6 / acid spill 4d6+4 6*6)

Yollopukki

(winter idiot grandpa, foul gas(3d6 poison 13*13area,5minute), wizard spells upto lvl 9 - only ice based. But AC+6)

Fire lion monkey

(fire subtype, can breathe it,5d6dmg 4wide 9far 5round CD, live only hundred years)

Haribda (sea, create whirlpool 5center m² is deep -20 yards, other 50 m² radius is -5, ship getting down the hole = 10d6 smashing DM) (attack on center deals DM to haribda, ac 16 100hp, water can spill into ship, 10%per round if close by 10yards, ship drag in by circling)

Capricorn

(neutral until provoked, water wave 4tall 7wide 17far 7d6 ice, move: walk 4, swim 15)

Behemoth

(any ele type can add, large magic beast, can slam others ,1000lb, AC+10, **Devour** (devour

target, it takes 5d6 acid* dmg per round,*type, to escape destroy gutters: 35hp 20ac), speed: 8 walk, swim 6)

Thunder devil

(Thunder crackle around this Thunderbird. AC+8, attack peck 5d6 +4d6electric. Pact: ask u to sacrifice one finger (-1atk permanent) for 415silver - give only 6g. Behavior: first neutral then make offer, decline= provoke.)

Meal cage

(incorporeal cage hold victim infinitely, it's undead ghost, take -5 from all non magic weapons, heal 5hp/min, move: 1, 4 all attributes)

Sabre tooth tiger

(9lv, giant is 11lv, +9climb sneak,+15surv hunt,half dino, 2attacks 5d6 9ac, ok feats: maim)

Bone angel

(Skeleton with wings, lvl 9 dark/death apostle, AC+7, move: fly 8, attack 4d6, secondhand)

÷÷10lv

Minotaur

(Bullheaded man with short temper. AC+12, attack: gore 6d6 charge/or +6weapon, move: 8)

Elder vampire

(more powerful, 7 life steal bite too, unarmed 5d6, bonus attack Bite 5d6, can cast instead of bonus attack. Spells: dark volley, dark spear, disenchant, invisibility, 6mp)

Abomination

(Demon undead, pudgy. **Unholy boomer** (on death kaboom 5d6 death dmg 4*4,+knock back 1))

Troll mummy

(Death wiz/any wiz 4lv 7mp, 2-3magic jewelry wear, regen only 4hp/minute)

Giant

(Tall person, who got immense strength. 20str 16dex 10all other attributes, AC+8+4breastplate+1ac feats, move: run 15)

Undead king

(call skeleton warrior swarm and 1skeleton knight 1/b, AC+2dex+7(unholy +2 plate mail), attributes 14 all except 9wis cha)

Sphinx

(cast up to 7 lvl: fire, light, holy, dark, or only one type, fire Sphinx (+10fire to atk), ice/cryo Sphinx(+10ice),14mp)

Witch

(Female evil. Any type,ex: dark witch, fire witch. Ranged attack: X arrow 2d6(ex: fire arrow if fire witch), melee: staff +4, AC+6, witch spells 10lv 12mp, 1 in 50 witches are men, light/white witches are helping and giving advice, all knowledge =10)

Zombie king

(call zombie guards swarm 1/b, AC+4breastplate+2dex+4(amulet+1, ring+1,feats+2), can barely talk but others still do what he says. Deception+8)

Young dragons

(except for bone/zomb, it is 6(void)-10lv(fire, ice, thunder) , ~240hp)

Fire devil

(Fire devil humanoid with a burning sword. Feats: fire sword, firecracker. AC+8, 1 attack +4 great sword. Pact: ask u to burn urself for benefit (50gold). Scam u (5gold only).)

Beholder

(gaze paralyzed(will DC 23), summoner aberrant upto 6lv,12mp, **weak mind control** (upto 2lv target,max 5))

Sea beholder

(captivating song, u go closer and can't stop, 4round, 10yard per round,u can atk) (it from sea!,&beach)

Bloody Mary

(mythical, blood witch, can use mythic spell. **Invisibility** (13minute, 1/hr), **Dolls** (from pool of blood create 2 evil dolls,0mp, free action))

Killer whales

(Titanic, 209hp, ramming attack 8d6 charge.)

Horvogr

(horny worm, fire, hit - fire 4d6 take, it turns into lava on death, it can breath some fire, size gargantuan, horned, magma, **Devour** (devour on success this attack hit, 5d6 fire dmg per round,escape= do 20dmg to 20AC gutters))

Royal guardsmen (deadly & quick minimum, tough, may bulwark)

Cyclops (throw rock 7d6 - 100yard+50if downward, large size, large one eye, melee 6d6)

Wendigo

(Evil beast with antlers and skinny goat humanoid body, glowing red eyes. AC+13, two attack 5d6 +5vampiric +3bleed, **Maiming** (target cannot use stealth,2bleed,5min), aberration)

Specter

(Horrible spirit which haunts the old places. -5 from non mag weapon. AC+13, attack 0, summoner lv 13(can summon anything), **Invisibility** (turn invisible 5min, laugh), **Illusory evils** (create 4d6 monster illusion, DC 19 fear, 33*33 area, 1/hr),chaotic/evil)

Smilidon

(Prehistoric tiger, half dinosaur, rare, +10 AC, 2attacks 6d6 , dex 16 str 15, climb +18, survival +11, hunting +11, grapple bonus+5)

Guria

(half angel,virginal,tanned, in Elysium/heaven)

Valkyrie

(Berserk slayer, always rage, +3reckless, "((warrior woman))", if live in Valhalla then half angel and can have wings)

``11lv

Medusa

(longbow +4, ice arrows(+5ice dmg), multi shot(shot at two different targets), gaze lesser petrify (8d6 psychic dmg, if <30%hp afterward then lesser petrify), snake hair, legs are snake tail,etc, can talk)

Angel

(Winged celestial lawful human being. **Baptize** (deal 8d6 holy dmg to target evildoers (don't hurt good-natured, 1mp), cleric 7lv 7mp, move: fly 9, AC+13, attack 4d6 holy all)

Dark angel

(AC+9, feats: dark touch (5). Ranged: dark arrow 2d6(+15), Dark dmg+15, move: fly 15)

Evil angel

(Angel with evil horned look, wings. Two Ranged attacks: Dark spear 3d6+4+11 (unlimited))

Death angel /Angel of death

(Very very evil angel. Ranged attack: life drain 3d6+5 (unlimited use), **Aura of doom** (2¶/round,9radius), melee attack 5d6+3bled, move: fly 15, walk 15)

Beehūldær ™

(Specials: **Gaze**: 10d6 psychic non lethal gaze 9yards +2round confusion DC 22, **aura of malpractice:** all skills -9 within 50yard around it. AC+8, no attack, bonus Fire bullet (2d4+5, free) , move: flying 13, walk crawl 4, habitat: psycholand/human psyche)

Forest dragon

(Shrooms grow on it head, beard of moss and fungi. Check dragon section.)

Grendel

(234hp, can try ripoff parts (u DC 20fort or Grendel has critical hit) , rare, two attacks 7d6, AC+10)

Giant wizard

(any type of wizard, 10spell lv max, any type of giant (+10 dmg from the type to spells))

X giant

(fire, ice, storm, etc.+10x dm for atks)

Shaitan

(Demon spirit, malignant, can go invisible 3minute, dark spear 3d6+9 - range attack infinite uses.)

Psy bug

(huge stink bug, telepathy (45yard), telekinesis (no limits), fire bullet infinite uses ranged attack)

Kaka-taka

(outsider, evil, lawful awful, frogbird, uses magic items(wands, rods), behavior: Luddite)

Furia

(beastial angel, deadly,in Elysium. Look like unkempt berserker woman Valkyrie, always raging (berserk subclass ability), reckless +2+2, below 50%life +3+3 reckless, so basic +8+8, later +14+14. Scent 50yards, attributes 15all)

~~12lv

Muftet

(lioness head and spirit axe +7, talk, vigilant and vengeful, half demon, hunt at night)

Zombie dragon

(0fly, AC+12, take -5 all, 250hp, see Dragons section)

Ettin

(Has two heads,+8dc vs confuse/fear/horror, AC+12+1animal skin, two attacks 5d6unarmed/+4 great club)

Cacoedemon,

(demon, fire, fireball surge! 8mp, 1attak1cast or two attack ranged: fire arrow 2d6+12(unlimited), move: levitate 7, take +7ice/light/holy)

Naga

(serpent lower body, human, evil/chaotic. Feat: poison spit (5dmg5¶,8range))

Daeva/devi/deva

(angel type, saves world against devastating, has jewel in forehead)

Bagala

(Human bodied crane headed/clawed demon of poison, death, black magic,coveted death,**Death aura** (each round deal 3d6 death dmg to everyone in 9yard away from itself), death wizard 8mp,dex 20 other 14, move: walk 9, fly 5)

Moksha (monk NPCs, very unarmed strong)

Bodhi (monk npc, complete strong,MB demigd)

Hero (NPCs, has 1 hero point MB, cool items)

Gryphon

(deadly huge bird with body of a lion but beak and wings of eagle. Huge size, can mount, AC+11, attack beak 6d6 + bonus beak 6d6, 880lb, **leap** (+30jumping,1/round), skills: hunting +9, jump +16, survive +10, sense +12)

~~13lv

Bhramari,

(goddess of bees. Half angel half demon, bees and hornets swarms! (1/b))

Asura

(half angels half demon, seek power,evil, do evil deeds. +4-5 exotic weapons)

Bone dragon

(see dragons section,190hp,breathe bones shards)

Ammit

(Crocodile faced hunchback monster with lion body, upright, hippo hind legs, big mouth. **Soul vacuum** (13area, by 6yards pull ppl to self, if they got adjacent - devour soul 10d6) **Soul catcher** (each soul devoured adds +1dice to attacks,max 20,ppl without soul can't revive till Ammit is killed who stole their soul), AC+15, attack 9d6, large size, move: 8)

Sea cucumber

(can build ship on his back, has jawed face, can understand u if u use spell, Titanic size)

Two headed giant

(two +5 weapons, two attacks, AC+15, huge size, move: 9)

Ballistic ooze (shoot parts of itself-20%hp self and on hit. regen 23, AC+13, medium size)

%~14lv

Black turtle

(Large snake coils around it, one attack: bite 10d6, bonus attack snakebite 6d6+poison 6d6 with¶, AC+12-1)

Adult void dragon, 440

Gargantuan octopus (capsize 10d6 vs ship, shipmate DC pilot 30 avoid)

Zodiac monster

(aberrant, hybrid, beard and Lady boobs, but goat face, ram horns, wings, fishtail, hooves, snake fangs,etc, breath water and fire (6d6 10*10, water non lethal 2knock back), AC+13, 8d6)

Mountain man

(made of cobblestone, upto lv 9 wizard magic, 9mp, huge size, AC+15, can use landslide (7d6 56*56))

Lich

(until phylactery taken 2yards away he can't die, death magic 10lv, or death summoner, has undead army or live in trapped tower, magic items etc)

Wight berserk

(150+40hp,dhampir, can scale,rage + advanced reckless, +4-7 vampiric battleaxe)

Anbokrok

(mind control (upto lv 10,animals upto 17), info: Pincers water dweller monster,enslave other water races &fishes &wanna enslave humanity. Carapace AC+9, two attack 7d6)

`~15lv

Giant king, 500hp

(King of giants, AC+13-1)

Holy cow, apis

(Reverse tarragon beast, holy breath 1000area 100wide 15d6 holy dmg to undead/unholy,AC+12)

Tarragon beast (unholy,550hp, gargantuan size, 10regen,AC+13,2 attacks 10d6, tarrasqa)

Zombie Titan

(Titanic size zombie, hulking about. AC+15-1, attack 10d6 on area 5*5, crit= disease zombie virus (hourly,2saves, fail both=turn zombie ,DC 15fort, one save to cure))

Horseman of apocalypse, Hunger

(Large size horseman from underworld. Hunger (aura 10km, all food stop working), attack 10d6, AC+9)

Father Frost

(Ice wizard lvl 15, 15mp, can use additional spells: **Blizzard** (29*29 area do 4d6+4 ice each round, 5minutes, 5mp), **Ire Blitzkrieg** (40*40 area do 10d6 ice, 2round Freeze DC 19fort, 7mp), AC+15, attack 10d6 all-ice dmg, **Gifts** (give gift 50gp item/+1 item), chaotic)

Santa Klaus Schwab

(specials: **give drugs** (give random drugs), **give deadly disease** (5¶hourly, daily check wellness 30dc fort, 1save =remove, 5yard hourly infection contagious), alchemist 10lv 9mp)

Beowulf (npc? Demigod? Exiled noble demigod?)

Goliath

(20yrd giants, giant giant=Goliath. AC+19, attack 10d6 + bonus attack Stomp: 8d6 but 3*3area)

Gargantuan squid (capsize 10d6, take fire +20, drag the ship under DC 15, ship pilot roll DC)

Abyssal destroyer (very big, gargantuan, has eyes fire rays 10d6fire, 500hp) (abyss)

Goliath brawler

(as Goliath but feats: Fist of steel, iron Fist, fistfight)

Quetzalcoatl (very rare on the moon eclipse, if u were given him many sacrifices when he near, then give you one gift/wish, 300gold max)

Roc

(Two head huge bird. Huge size. AC+15, two attacks peck 10d6, flight 35yard)

Leviathan

(Gargantuan sea monstrosity, attack 12d6, bonus attack: slap/great wave. AC+16, **great wave** (5 wide 9tall 50far, do 8d6 to struck targets), **slap** (slap by tail, 5d6, knock back 8))

Jabberwock (winged, neutral, wear giant tophat and coat, mythic rare. 1000hp, wizard lvl 10, 19mp, no breath. Huge size, aberration ok)

Hoa (horseman apocalypse), War

(Horseman on armored horse, large size. AC+13, **call warmongering** (call legion goblins,1/hr), **Untrustworthy** (reputation stop working at 6km radius, diplomacy four times divide))

Koschey the deathless (myths?,**hard death** (can have death save like players, and you must kill him in special way for him to die. GM choice way), AC+17 , attack: +10 longsword, count as undead, +7 from light -7 from dark)

Moon monster (live on the moon, hunt at night)

Moon hammerer (live on the moon,look like walking flail,slam by itself)

Echidna

(**Acid spray** (acid 7d6, breaks +0 +1 +2 items on hit,6*6, range 9), spines (attack her in melee take 3d6, and when fall/climb on her), look like a armadillo with human face, AC+16)

Bhopal plant

(on getting hurt exhale poison gas 9¶,19*19 5rounds, large size, AC+7, plant sentient)

Raiju

(thunder spirit, ranged attack: electric ball (3d6+14+16), move: fly 12, walk 6)

Efreet

(Any fire spells upto 9lvl, fireball is a range attack infinite uses (3d6+20,6*6), move: fly 3, walk 9. Half demon, half spirit of hell)

Mountain giant druid (earthquake 3/d)

Horrible ooze (ooze huge size. AC+6 take +5ice, Attack 6d6(+16) acid 3*3area melee)

``17l

Faceless murderer (steal faces, shedding them, disguise+9, large aberration humanoid)

Captor of Sin,

(666hp,**overdrive** +3atks +100yard fly 1round, only target sinners and non believers and non good hearted. Each kill of sinner +5dmg,mx+50, AC+7, attack: +7 great sword, move: 17 fly)

Phoenix

(555-777hp, free unlimited use fire spear (45yard far,3d6+15fire dmg) can use it twice/round, **Peaking down** (slam earth from flying into it, 12d6 fire 123*123yards, take falling dmg), **Rebirth** (after death,heal 50%hp instantly reborn,1/week), AC+13)

Cryophoenix

(666hp, **Ice Age** (ice ground slam from flight, 1km² ice ground 8d6ice dmg blizzard), attacks: free ice fusillade (unlimited use,1/round, 2d6+17ice to all in 50yards), AC+12)

Baba yaga

(mythical? Chthonic Witch 10lv 25mp + cast mythic spell 2/day,**Become beautiful** (same as swamp hag but can activate the effect at will for 1hr,24hr total))

Hoa, Plague/Pestilence

(Horseman on decrepit horse. large size. Attack - heavy flail +6, AC+10, **Pestilent** (aura 5km ,half people get random disease, 1/6hr), **call locust** (call legion locusts,1/d))

Cerberus

(450hp,fire breath(7d6fire 7*7, free once in 3rounds) and 3bites 5d6, move: 8, AC+9, large)

Juggernaut demon

(huge size,666hp,armored +14-1ac,one attack 15d6 +5knockback, **Defund** (ignore one crit at u, 1/b))

Old one (1378hp,can use epic one spell, abilities: **Call Ghouls** (call hundred ghouls,1/d),AC+13, monstrosity chthonic. Huge size. Two attacks 10d6, crit= +madness)

Adult ice dragon, 1400hp, etc

••18l

Kraken (18)

(2000hp+10d6 gargantuan aquatic monstrosity/ giant is Titanic, items: wealth in gut worth 2000 at least, multiple shipwreck in gutter. Two attacks 10d6 45reach, AC+10, **Devour** (devour target or ship into its vast gutters, 4d6 acid - till Kraken die), **Capsize** (do 10d6 to ship))

Hoa, Genocide

(aka death, but genocide. Horseman on monster horse. AC+16, attack 13d6, **Breath of death** (breath death on area 50*50, it's 8d6 death & 56¶), **Death aura** (area 1km, people -6 fort

when dying), **death brings** (critical hits are 4x but non lethal), **Army of darkness** (call 100 skeleton knights,1/b))

Alien ant

(gargantuan size, 10d6 acid ray(250yard 2*2*2,pierce first), attack bite 10d6)

Karmic monster

(Shimmering fantastic reptile. Chaos bite (1d6effect, all forms) 340hp, reborn 5time into: 3lv creature>6lv>12lv>demigod>dragon(adult)>dead. Rebirth in where died. Remembers u)

Bizarre beast (huge, 5 thing hybrid, 7lv spells wiz+Dr, 5mp)

Arch Lich (stronger than normal lich, multiple henchman/artifacts)

Zmey Gorinich

(Mythic? Malignant dragon with three heads. Three attacks 8d6. Three breath/day(6d6fire 30far 5wide), using breath is free action but required two rounds. AC+10, move: 32 fly, 3000lb, huge size)

~~19l

Adult fire dragon, 1800hp

Doom bringer (fit piend)

(999+16d6hp, can roll death avoid. Combat: infernal +9 greatsword, 2 attacks with additional +10fire dmg, move: 15speed, AC+12, **Area attacks** (hit adjacent beings around main target), demon, huge size)

Cockatrice

(1676hp, petrify dust 5yrd(greater petrified),death unpetrify all who were petrified by it. Mythical one has instant petrification. AC+13, two attacks 10d6)

Torpid dragon (hold large pearl, can use 50%of pearl to cast mythical/epic spell any lvl!,sea chaotic neutral, 0 wings,2 clawed arms)

Chrevo of darkness (huge pulsing womb in shadows, call legion 1-2lv monster)

••20l

Cthulhu (20), 4000hp (rare event, any attack 20d6, call army fire vampires)

X Titans, 2000hp Titanic size (AC+14 or so)

Elder dragon (any but bone, zombie - these lesser lvl)

Ganesha apostle (look 6arm elephant he huge, stay upright, giant weapons)

Tiamat (100heads monstrous dragon. Breath: request two rounds to breathe 20d6 fire at 99*99yards area, breath downward? Then +100area, breath pinpoint(place) range 500yard, ok breath fly 1minute before hitting, gargantuan size, AC+16)

~~23+~

Grim reaper (23) 1666hp, spirit scythe +13, death aura (-7fort, -3will)

Demon Lord (23) 1666hp, for fun, call demon army (100 greater demons) (1/battle)

Charon (23) (can carry u to underworld)

God's (30-40lv), 5-20k hp

Neptune/Poseidon - NPC demigod 17lv 459hp (NPCs max hp 450 at lv 20)

Arch devils (25-30lv,10000hp)

Arch fiend (23, 5000hp, Titan size, stomp, 3rays 20d6)

Arch demons (20lv, 4-5k hp) (half demon Max 500)

Thundis Ghan (Npc, 25, demigod sea nomad humans,call army 1/b)

Fire vampire (10lv wraith, ghost, attack: 5d6+10fire dmg)

*swarm/army/legion get + to poison from add dmg (ex: swarm +15/7if half life)

*swarm/etc have +1 attacks if enemy has 2 attacks normally (+2 if 3 etc)

Bonus attacks added to swarm/army/legion. One use of bonus attack.

NPCs item wealth: 1lv:10gp, 5lv 50gp, 10lv 450gp, 15lv 1200gp, 20lv 2000-4000gp

*Generally AC +π , π=lvl

Animals:

(pet max lvl is 5x of ur lvl,or so)

1

Rat (prepare 15)

Pig (prepare 4)

Crikey (crow cat, speak: meowlish,aviano)

Dog, stray

Pug dog

Reindeer

Ram

Cat, stray (attack types: scratch, bite)

House cat (attack types: claw, bite, scratch)

Gerbil

Squirrel

Tuna (fish 2lb, prep 7)

Hamster

Hedgehog

(prep 10, small rodent with quills. Quills (grapple &unarmed strike against it &falling on him do 1d6 dmg, 2d6 if giant version), attack: push (quills dmg), AC+3, neutral)

Falcon

Ruff (fish, 1lb max) (prep food 13)

Sardines (1-2lb fish) (p 8)

Ebloko - (apple loving horned squirrel firefly, AC+2, attack: 1d6)

Blasting turtle (landmine, when you step on it you take 1d6,in next fight -5hp,-1move point 1hr)

Birds: hawk, nighthawk, jackdaw, birdie, finch, canary, heron, peacock, owl, eagle, crikey, raven, crow, monkey bird, mountain bird, woodpecker, parrot, evil parrot (kea kaka, lv 4), (all 1lv except monkey and mountain and kea), duck, pterodactyl), swallows, pigeon, condor/vulture (high lvl)

2

Wolf

Horse

Bone horse (skeleton knight can mount)

Bullfrog (medium size,1¶on attack 1d6, giant is large size and aggressive)

Rattlesnake (see poison from asp)

Raptor

Panda

Cow, bull

Eagle

(1attack 1d6, move: fly 17)

Kestrel

(1attack 1d6, move: fly 13)

Goat

Fox

Piranha

(p 16, one attack 2d6 and bonus bite 2d6)

Carp, clownfish, devilfish, salmon, trout (p 9)

Mackerel (5lb) (p 10)

Caracal (can be familiar)

Winged pig (can fly, neutral)

Manul (cat, big, medium size. Speak Meowlish, intelligence 6, can become wizard)

Boa

(Grappling do 1d6/round, bonus attack Bite: do 1d6)

Chinchilla (winter, hill, brown, black, bluish)

War horse (+3 pilot, hp +5)

3

Porcupine

(Quills on this hedgehog are foot long. Spiky (attack unarmed &grapple into porcupine or falling on him will do u 2d6 dmg, giant version =3d6), take -2dmg, attributes 9, AC+4 attack: push(does quills dmg))

Monkey bird (hunts monkeys, medium size, long feathers on head)

Pterodactyl (rare, island)

Mountain bird (jumping, can barely fly, bite dmg +2)

Boar

Crab spider

(sea, can giant, giant is lv 5, two pincer attack 2d6 , edible: only after preparing,prep DC 16)

4

Axe boar

(Medium size, skull has axe-like bone, giant is large)

Elemental wolf (fire, ice, dark, thunder, wind, etc)

Giant eagle

Sturgeon (prep DC 17)

Giant panda

(AC+5, grapple/wrestler +4, climb +6, two attacks 2d6)

Giant fox

Monster piranhas

(latch (speed-3 to latch target), grappling can, move: swim 20)

Giant trout (medium)

Crocodile / alligator

(Swamps/wetlands/tropical island, 3d6 bite attack and bonus attack Bite, **teething** (bite can grapple), AC+4, speed: swim 8, walk 4)

Lion (large size, 2claws, bonus 1bite)

(Lion variations: cave lion, mountain lion, puma(forest, jungle), great)

Leopard

(Leopard variations: snow leopard, bobcat, elemental, giant,dire)

Lynx

Viper

Sharks

5

Bear (black, brown), elements: yes

Great wolf (bigger than giant wolf by few inches)

Golden mackerel, 45lb

Cave fish, 23lb

Cave bear (add +2str to normal, dark sight +5yard)

Winter tiger (white tiger, in snow +12 stealth, jump & climb +9)

Rhoa /Rhul

(Hybrid of bulldog and rhino. Only island/uncivilized places. Charging attack 4d6)

6

Elephant (huge size. Tusk 6d6, +bonus trample 2*2 4d6)

Great lion (huge size)

Poison tooth (alligator 9¶ lizard,prep DC 19)

Gargantuan rat (size: huge, one bite is bonus)

Rhinoceros (charge attack 5d6, provoking range 5yard)

7

Dire elephant (can break stuff 8d6 ramming,+2d6 to self)

Giant bear

Giant monster turtle

(walk 7yrd, swim 12, defensive fight +2ac, AC+7-1, large size, **bunker** (+4 AC but -4dice attack), **rollout** (roll on someone,slamming attack), attack 4d6 bite, 1200lbs)

8

Unicorn

Anaconda (constricted - grapple +8 with auto attacks against the grappled, 4d6atk DM)

Hippopotamus

(Pacifist until coming close. Feats: brutal &behemoth resilience)

Digga (digs, neutral until provoked, roll trample)

Lion monkey

Ertz (ermine yak, white fur, horned, intelligent mount, move: 20, skills: climb +8)

9

Triceratops (AC+9, two gore attacks 6d6, charge often, size: huge, move: 20)

Stegosaurus (AC+8, size huge, charge, attack by tail 4d6+5bleed, bonus attack tail slap 4d6)

Capricorn (look above)

Fire lion monkey

Mammoth, gargantuan (+7dmg for gore 7d6, trample(use slam mechanic 5000lb but walk over) AC+10)

10

Diplodocus

Water dinosaur (Elasmosaur? One attack 8d6, AC+9)

Brontosaurus (all dinosaurs rare, AC+9, attack 10d6)

11+

Tyrannosaurus (12 lvl, two bites 10d6)

Gargantuan octopus (14lvl, capsize)

Iguanodon (11 LVL, 140hp+5d6,climbing +23,huge,8d6 tongue reach 5ft +pull 2ft after hit)

15

Garuda (AC+12(+5dex +7natural)bird demigod, +7 great sword, attributes 20all, move: walk 7, fly 24)

Mythic Medusa (petrify gaze, petrify can return by mirror, freezing bullwhip +7)

★

(Dire animals add +1lv add +50%more to hit and attack damage current bonus, look dire, maybe add additional attack as bonus)

†★ elementals lvls: small (3) medium (7), large(9), huge (12),gargantuan (16), Titanic (very rare, mythic 20), they rare cases. (Summon 2x price)

Buy pet for 10g/lvl of animal. (Require to be attached, trained)

Food: prep > cooking > serving (if want, entertain DC?)

(Optional: preparing uses cooking/cleaning)

(Optional) Alignment: creatures with same alignment are friendly/befriend

Undead take +5light/holy dmg

Dragons: Fire

(Fire breath, critical strike ignite target, apply Burn condition. More violent.)

Ice / winter

(Breathe ice hail, condition Slow II apply maybe)

Electric

(Electric type, crit stun with certainty, for 2rounds)

Acid

(Corrosive breath, the +0 items destroy on hit, 12¶ /24¶ also on hit, damage all attributes by 2 / 4elder, AC -2 for dragon)

Dark

(Breath darkness apply 20¶ adult \ 45¶if elder, it natural enemy of mankind and anything else, eager to bring dark ages.)

Light

(Breathe blinding light, it hurt undead +10dmg, blind DC 20. Lawful peacemaker.)

Forest

(shrooms speckled it's face and beard, large mushroom growth instead of horns, breath flowers, it do 0 just smell bad. No DMG. Less violent.)

Bone

(breath bones, it do bleed: 5young, 10adult, 20elder. Health less: 190ad, 600eldr, can get giant version like other dragons)

Jungle

(poison type, do same amount as ¶too, camouflage stealth +17 in forest/jungle, represent reptiles. Predatory)

Void (adult 440hp, elder 1400, breath reduce ¶instead of doing DMG. Personality: nihilistic)

Wind

(Breath knock back, 25afult, 50elder, do this DMG to tents, flying into debris by knock back - does DMG: range*2)

Zombie

(Rotten breath, unable to breathe and aura 8/20¶exhaust per round, 8*8 cloud. Mindless. Health 240ad/800eldr)

Holy

(only heaven/holy planes, breath is holy type, holy do usual +50%vs undead/demons, very lawful.)

Evil unholy

(Breath of death, death DMG type, +fear DC 18 for 1d3rounds)

Water

(Breathe water, non lethal but it's still strong, can drown? Can slam dunk into water to make high tide 18yard-high, it 5d6vs ships, swim speed: 50adult,100elder, can jump from water 50yard up, wings only allows safe fall)

Sand

(deserts, breath sand blind DC 16 (half dmg), blind remove all bonuses ATK/ATK DMG,2minute)

Earth

(Mountain, cave, underground, pebble breath knock back 20yard and do +1dice, flying into debris after knock back do DMG = range*2)

Metallic

(Breath sharp metal pieces, bleed 20adult ,45elder, take -10 from weapons and +5AC bonus)

Hellish

(Breath hellfire, immediately destroy houses maybe. Very violent)

*

*breath 1d6bby, 3d6 by yung, 5d6ad, 8d6eld

★breath bonus dmg: +7bby/+15yung/+40adult/+75elder

Egg(baby if break) 100yr> yung 1000yr after> adult, 3000yr>elder (6000yr total lifespan)

Dragons Natural armor AC:

Baby: +5 AC	Attributes: ~9all
Young: +7	~15
Adult: +10	~20
Elder: +20	~30

Optional: Dragon "stereotypes"

Evil: hoards treasure, attacks cities, work with evil people
Senile: more toward elder age, act randomly and unpredictable and weird, confused, can wreak city &say sorry
Wise: peaceful, wise, helpful. But still may protect something by claws.
Bitter and violent: attacks everyone on sight, very hurt by violence against himself

Dragons mostly created by gods as pawns..

+dinosaurs they're.

Draconian - breath once in 5rounds. Max 20/day

Dragons can get giant version too. But dire version no (maybe)

Dragons breath 1 in 3 rounds. (Cool down)

NPCs:

GM can create NPCs by giving the %race% some %class%, and job

Common jobs based on race:

Dwarf	Miner, miller, blacksmith		Goblin	Bandit, killer, cook
Gnome	Lumberjack, craftsman, potter		Orc/ Pig orc	Heavy job, blacksmith
Human	Gambler, slave, hunter, sailor		Kobold	Pickpocket, fisherman
Elf	Gambler, dancer, musician		Halfling/ halfwit	Goatherd, fisherman, gambler

Pregen NPCs:

Bandit (any race)	Level 1-20(max 10lvl..)	Feats: deadly

King (any race)	Lvl 8-20	Feats: any, items: some very helpful/+3 breastplate, 4d6 Royal guard
Prince/princess (any)	Lv 1-9(any lv) Class any/noble	Feats: any Items: some cool/costly
Fool (any race)	Lv 1-3	Feats; stupid Items: any, even cool
Slave trader Race: lizard man/orc	Lv 5-15 Class any	Feats: quick, deadly Items: slaves Friends: 2d8 bodyguard
Master thief (any)	Lv 8-20 Class any/master +4-6	Feats: rogue? Skills: pickpocket +20

8. **Weapons and equipment.** &**magic items** (&drug, venoms)

10copper is 1 silver, 10silver is 1 gold (10gold=1diamond/platinum coin)

Common items:

rope (20-100-309yard, 209lb) 2sp

Magic rope (50-100yard 500lb hold) 4gp

Lock picks set (open any locks +1) 3sp

Magic lock pick set (open mag locks +2) 5gp

Magic bag (holds 400lb/200.000coin) 20gp

Magic backpack (holds 30ft³) 50gp

Broom (if weapon: 1d6 non lethal) 1sp

Magic broom (1d6 lethal, work auto 1hr) 10gp

Disguise kit (simple) 10sp

Disguise kit (extraordinary) 5gp

Book on demonology (all debil, demon) 56g

Outfit (any) 10sp-2gp

Horns (bijouterie, or ears fake) 10sp

Magic ink (can write scroll) 5gp

Magic ink machine (can make magic tattoo) 86g

Fishing rod 4sp

Torch (30min,9 range) 1sp

Mug (½pint) 1sp-5gp

Tankard (2pint,sip free action if hold) 2sp-5gp

Glass (½pint) 2sp

Bottle (pint) 1sp

Clay jug (2pint) 1sp

Wooden bowl (5) 1sp

Wooden plate (10) 1sp

Wine glass (2ounce) 5copp

Metal spoon (1ounce) 3copp

Magic torch (300min, 9range) 10gp

Jar (with preserve liquid) 2sp

Wedding ring 4sp

Ring 5copper-500gp (max 5 encrusted gem)

Pouch (500coin can contain) 1sp

Knapsack/backpack (2ft³ contain) 6sp

Large backpack (4ft³contain) 10sp

Kobayashi (pistol grip pocket) 2sp

Grappling hook (10-50yard) 10sp

Pickaxe 5sp

Straw hat 1sp

Tricorne 2sp

Wizard hat 1sp

Giant Wizard hat (can hide 1person, 2small, can shrink, magical) 20gp

Flour (lb) 2sp

Spices (common, pepper, salt, ounce) 2sp

Spices (uncommon, coriander, fire pepper) 8sp

Spices (rare, cinnamon, curry, ounce) 2gp

Bread (dry, hard tack, ½lb) 1sp/loaf

Bread (soft fresh, ½lb) 2sp/loaf

Straw (lb) 5cop

Wheat (lb) 5cop

Sulphur (lb) 5gp

Garlic (lb) 5sp

Ginger (lb) 5gp

Mortar and pestle (making infusions) 2sp

Wine (barrel, cheap) 8gp

Whiskey (barrel, cheap moonshine) 5gp

Beer (barrel) 3gp

Beer (mug) 1sp

Meat (chunk) 2sp

Meat (kg) 2gp

Salted fish (barrel) 20gp

Cheese (wheel) 5gp

Horse cheese (lb) 1gp

Nails (kg) 5sp

Flint and steel 5cop

Ladder (3-5yard) 5sp

Amulet 1sp+ (+upto 4 gems encrust)

Magic lamp (can work daily 2hr, 3area) 20gp

Chest ¹sp

Magic chest (can fit 24ft³ stuff,lock DC 39)45g

Lock 2sp

Lockbox 20sp

Table 10sp

Chair 10sp

Keg (5gallon) 2sp

Barrel (20gallon) 10-20sp

Gunpowder (cartridge, 5gram) 2sp

Gunpowder (keg) (fireball eff) 500gp

Gunpowder (barrel, 20gallon) 2500gp

Shrapnel (cartridge) 2-3sp

Ten foot pole 1sp

Carpet 1gp

Tin, lead (lb) 1sp

Copper (lb) 5s

Iron (lb) 2s

Steel (lb) 1g

Silver (lb) 5g

Mithrazil (lb) 500g

Gold (lb) 50g

Adamant (lb) 1200g

Diamond (pearl sized) 50g

Diamond (rice size) 3-5gp

Lumber 1sp/plank

Firewood 4sp/rick

Rock coal (50lb) 3sp

Wood coal (50lb) 2sp

Weapon, common/simple 10sp (+0)

Weapon, exotic 20sp (or add +10sp) (+0)

Weapon, heavy 20sp (+0)

Weapon +1 100gp(can make discount 50%)

Weapon +2+3+4+5 etc (200, 300,400,500g etc)

Armor +0 10sp

Armor medium +0 20sp

Armor heavy +0 40s-40g

Casque (iron, copper,+0.5) 5sp

Casque, helm, helmet (steel, +0.5) 1gp

Ice torch (25min, 1d3ice on hit instead fire, ok can work underwater) 1gp

Bed 10-50sp

Bedroll 3sp

Soap (bar) 1sp-1gp

Shampoo (herbs and soap,½pint) 1gp

Ice cauldron (hold -2°c temperature,mag) 15g

Blanket of warmth (mag,ignore weather/cold) 80g

Blanket 10sp

Bucket 5sp

Bucket of holding (can hold 30ft³, mag) 30gp

Kettle 6sp

Pot 5sp

Chair (as weapon: 1d6) 10sp

Tripod (for cooking) 3sp

Frying pan 3sp

Silver Fork 5sp

Skewers (20,wooden) 1sp

Fire/ice/dark/shadow/electric/poison Shrooms 3sp

Clothes (any) 10sp/100sp/50g/100g (rarity: common, uncommon, rare, exquisite)

†rarer clothes add diploma to u. (Max +7)

Tent (small, 2*2*2) 20sp

Tent (big, 4*4*4) 5gp

Tent (giant, circus, 12*12*8) 25gp

Log (lumber) 8sp

Log cabin (3*3*3,add roof:+20) 256sp +jobpay

Cottage house (15*15*6,logs) 90gold

Door (15hp 5reduct) 4sp-2gp

Metal door (reinforced,20hp 20reduct) 3gp-25gp

Mythical door (50hp 50reduct) 95gp

Winter clothes 10sp

Light furs 10sp, Heavy furs 20sp

Fur hat 3sp

Waterskin 10sp

Saddle (free bags 1ft³) 1gp

Horse (untrained) 1gp

Horse (trained) 20gp

Barding, light (horse armor, wooden/leather) 8g

Barding, medium (-1mov yard,chainmail) 23g

Barding, heavy (-2mov yard,plate,scale) 50gp

Dust/sand - blind dc 13

music instruments~~{ench +10max,do 1d6, enchant add +5dmg per+1}

Bagpipes 2g

Flute 2s

Panpipes 1s

Guitar 5s

Mandolin 1g

Triangle 2s

Lute 8s

Drums 5s

Harp 2g

Fickle 5g

Horn 10sp

Trombone 3g (all can use in special songs)

Whistle 1g

Trumpet 1g

~`~sets~

Lock pick set X

Alchemist set 15g

Distillery tanker 5g

Smith anvil & hammer 15g

Craftsman toolbox 3g

Handyman toolbox 3g

Soap making set 5g

Jeweler tools 5g

Carpenter tools 10g

Cook set 4g

Dice set 1sp

Forgery set 6gp

Counterfeit silver coins (iron) 5gp for 500

~`~traveling costs~~

Diligence 5sp/5sp per mile out of city (4mph)

Cart ride 2sp/2per mile (5mph, 700lb max)

Horse riding 10sp/hr (rental, ~10mph-20mph)

Armor diligence 10g/hr (horses/giant horses)

Tarantino cart 3sp (city only, donkey 3mph)

Merchant diligence house 5gp (free if escort)

Elephant ride 4gp (5mph)

Magic carpet 25gp+ (30mph or so)

Adult dragon flight 125g/hr (60mph+)

Hot balloon ship 50g (15mph)

Shipment 0-1g/enter (30mph)

Galley ship 0-1g/enter (45mph)

Giant ship 10-50g/enter (Titanic,55mph)

Giant Turtle 0gp (10mph)

Rare materials:

Materials: dragonsteel (dragon sword made of, add +3dm to wep made of it) 2000$/lb

Bloodsteel (heal u 2hp on hits) 1000g/lb Magmatin (+3fire DM to atk) 500g/lb, hot 43°c Silverstone (silver bearing stone, 60%silv) 3g/lb Dragonbone (normal quality of weapons) 10g/lb Orichalcum - auto critical strike -4,+5crit DM,6700g/lb Swirdsteel - bleed +1 for items made of, 700g/lb Obsidian: only -1-1 instead -2-2 like wood, bone, but fragile (crit break,2crit destroy,2crit 0destroy if +1 enchanted) Platinum - add stun crit if blunt ,DC 15, 500g/lb Pearlgold- very cold, add +4ice, temperature -1°c always (use fur gloves)(refrigerator) Yellowsteel- +3electr atk, crit +3el dm, 445g/lb Gnomesilver - weapons became light /2weight.

1$=1gold coin (gp)..

Houses price:

Shack 50-100gp (plank houses/log cabin 3*3) house/longhouse 200gp three floor home 400gp homestead/villa 500gp Keep 600gp mansion/tower 800gp castle 1000gp fortress 2500gold stronghold 5000gp (Buy/make town= calculate cost of houses&wares) Thorp>hamlet>village>shantytown>town>city>big city > metropolis > megalopolis.
House quality are trash (100-200g wooden &thatched roof)

Heavy weapons couldn't be used by kobold/gnome/halfling/goblin. Pick feat "heavy-duty". Bleed = bl, 2x/3x etc= critical multitude (2x mean roll 2x dmg dices,3x roll 3x dmg dices, 5d6 3x = 15d6, crit= Auto hit)

Some clothes:

Outfits: tough, forest, mountain, sea, peasant, rich,	Armour+0.5: bracer, armlet, armguards, shin	Armour+0.5: metal boots, gauntlet, fur vest, winter	Robe, shirt, pants, long skirt, sandals,

exquisite, noble, cook, fool, sailor, rogue, courtesan, sage, dervish,monk	guards, shoulder pads, helmet, belt, leggings	shoes, baldric, hard hat, cloak, robe	flip flops, earrings, nose ring, tattoo
Loincloth, skirt, skin sleeve, gown, suit	Turban, circlet, diadem, crown, feather hat, mask	Vest, trenchcoat, cape, headdress, kimono, doublet	Hat, fur hat, dunce hat, top hat, cap, carnival mask, bag
Bassinet helm, great helm, skullcap, horned helm, casque	Toga, tunic, coarse toga, raiment, wraps, vestments, bra	Gloves, mittens, anklet, ring, amulet, necklace, forehead amulet?	Coat, long coat, winter coat, raincoat, waistcoat, hood
Haircuts: braids, bangs, pixie, greasy	Plait, tonsure, bowl cut, Mohawk	Half bald, slick back, dreadlocks	Short, longhair, horsetail, pigtails

Weapons:

dagger 1d6-1, powerful critical: +4dmg on crit, 19-20 3x

Cepesh - 1d3+1 3x, vicious crit: x4 if 20str (look like narrow kama)

Khopesh 1d8-1, exotic, two hand (+3dm if use two hands), grapple &trip (grappling can, trip does free 1d6dm),

Whip 1d6 non lethal 19-20 2x, grabs (can grapple and pull) ,

barbed whip 1d6 lethal, grabs (can grapple and pull) dextrose (dex DM add).

Axe/handaxe, 1d6 2x, lumberjack (+5vs wood), two hand (+2dm if)

Battleaxe, 2d6-2, 3x, two handed, no dmg penalty if 20str, heavy (15str to quick strike)

Mace 1d6 2x - bruiser crits (stun DC 13con).

Heavy mace 1d8, 4x, blunt grits (crit are non lethal)

Blackjack 1d6 non lethal, 2x, stealthy (+2flank).

Dual sword - pole with two sides swords 2d6-1 2x, readying (+3 DM if readied attack), bloody point (quicks add 1 bleed).

Bearded sword, 1d6, 3x, waste one weapon attack to parry next melee attack toward u..

Dual glaive - two sides of pole, 2d6, 2x, quick (add 3dm on quick strike), exotic, deadly force (+3dm deadly strike) reach 1yrd

Halfling axe-duster/punch dagger, 1d4+1 2x, for halfling +2dm

Walking cane sword, 1d6, 2x, concealed, half exotic, +3dm vs tripped

Foil 1d6-1, 19-20 2x, deadly sins (+dex modifier as dmg on crit).

Rapier 1d6, 19-20 2x, cripple on crit. Crit +4dmg

Estoc 1d6, 19-20 2x, bloody (2bl on crit), crit +2

Halberd 1d8-1, 2x, pole, vicious crit (trip DC 13dex) bullhorn (charges +2dm) , reach 1yrd poles min

Spear/shortspear 1d6 2x, simple, bullhorn (charges +3dm), reach 2yrd, jump aid +2yrd!

Hook staff 1d6 non lethal, 2yrd, 1x , can disarm and grappling.

Climbing dagger/hooked dagger 1d6-1, 19-20 2x, climbing +4 if you use it, bloody (+1bl on crit)

Sekira 1d8, 3x, martial, reach 2yrd, jump strike (+2dm), crits try disarm DC 17dex based, pole

Long hammer, 1d10, pole, 2x, 3yr reach, can be used by small races, each crit free slow -3 fo 5r, smallholder (small ppl jump aid +2yrd) u can't atk in cq.

Potcatch 1d6-1, simple, 1x, non lethal, crits silence for 1round, can grapple, can't trip

Glaive 2d6-2, 2x, reach 1yrd, ready (+4 dmg if readied), defensive spin (+2ac if readied, until ur next turn)

Flamberge - 1d8, 2x, crit add 2fire,"element" swords +2eff (ex: ice +2 → +4)

Staff 1d6 2x 1yrd r, simple,defensive spin (as is), can become non lethal

Knuckleduster/brass knuckles 1d6 lethal unarmed, 2x, knockout (crit stun DC 16)

Padded glove, 1d6 non lethal 3x crit, +1ac if defensive fight (box glove)

Hand wraps, non lethal fists, cq, 2x

Stake, 1d6 2x, simple

Shillelagh, 1d6, 2x, simple walking stick

Skull maul, 3d4, 2x, primitive simple, 12lb, fragil

Bottle, 1d6-2, 19-20 2x, non lethal, crit break (do lethal and no penalty for DM, another crit break fully)

Billhook, 1d8-1, 2x, pole, can trip, after crit +1 move yard (reposition enemy by it 1yard,and self).

Prosthetic hook, 1d6-1, 2x, climb +3

Cestus 1d6 lethal unarmed , 2x, glorious (15str give +2attack hit), knockout (as us)

Tiger paws, 1d6-1, crit 2x, bloody (all hit 1bled), above 17 add 1move point for current round

Katar, 1d6 unarmed lethal, crit 2x, bloodbath (crits conversation all into bleed)

Katana 1d6 2x 19-20, exotic, dex bonus add, deadly speed (+3 quick DM)

Katanga, curl forward and serrated, 1d6, 2x, crits conversation all into

bleed, crit add 1move

Pickaxe 1d3 crit 3x, deadly ambush (+5dm if ambush or stay behind)

Aspergillum, 1d3, 2x, simple religious, can add holy water (or anything else), holy add 2d6 vs undead at 2area of effect (even if you miss).

Religious brush, 1d3, 1x, non lethal, simply religious, can sprinkle (holy) water 5yrd away, vs undead/demon do 2d6 + ground in a line is consecrated 1r

Scythe 1d8 crit 3x, -2atk simple, crit +7, trip.

Nunchuks 1d6-1 lethal, 1x crit, crit add new attack, can do non lethal if u want (no -1 penalty) (Max +5add attacks)

Spiked chain, 1d6-2, slash 2x, reach 1-4yrd, trippy (yes can), grapply (yes can), pulled (yes), ready (+2dm if)

Hooked chain, 1d6, Pierce 2x, reach 2yrd, bloody grappling (1d6 on grapple per round), can grappling, pull can, climb +5if aid with.

Ball and chain, 1d6, blunt 2x, re 2yrd, can trip, can grappling, ready (+3dm if)

Grappling hook, 1d6-1, reach 1-25yrd, climb aid +9, can grappling, can trip, rope swing (3move point to throw+ swing, throw roll hit)

10-foot pole 1d6-2, reach 3yrd, jump aid +3yrd!

Sica 1d6-1, 3x, crit add 2bl, crit life steal 4hp

Sickle, 1d6 2x, simple, above 17 is +2bleed.

Goblin sword, 1d4+1, 2x, jagged flimsy sword can be twisted to break it in half, do 2bl until dislodged, can do it second time (u lose it), can be made out of glass, metal, bone, rock, wood.

Pitchfork, 1d8, 2x, simple, above 16 is pushover by 1yard. (Max double ur size/weigh)

Athame 1d6, 2x, -1atk, exotic, +3eff sword (1yrd reach for elements swords)

Kerambit 1d3+1, unarmed lethal cq, all attacks bleed+1, crit 3x, quick death (+3dm quick)

Shank 1d3, 19-20 3x, quick death (+3dm quick), deal with it (crit bleed +3) (to get 1d3 cheap: use 1d6 but 456 is 123)

Spearhead rope, 1d6, 3x, exotic, ready (+2dm), throw reach 3-5yrd, can throw in melee.

Kusari gama, 1d6+1, 2x,5yard, exotic, ninja, ready (+3 dm), can throw sickle or weight. Weight stun on crit DC 15, sickle +5 crit, can grapple and trip.

Double dagger, from both sides, 1d6, 2x 19-20, throwing +2dm, return on failed throw, quick +2

Trident, 1d8+1, 3x, 1yrd, can attempt disarm 16 DC, charge (+3dm if), latch (hit latch above 17, speed -3)

Harpoon 1d6, thrown, 10-20yrd, 2x, latch, pull(pull target toward u 2yard).

Partisan, 1d8, 2x 2yrd pole, jumpy (+3dm if attack from jump), impaled (flanking has 3x crit if it do)

Broad axe, 2d6-3, 2x, -1hit,1yrd, latch pull! heavy

Macuhuitl, 1d8, 2x, 1yrd, crit atks bleed 2, vs animals+5dm, exotic

Tonfa, 1d6 non lethal, club, 2x, defensive +1ac, metal one has lethal

Scepter 1d6-1, 2x, simple, rich

Ranseur, 1d8-1, 2x, 2yrd, pole, trip others DC 15

Shovel, 1d6 2x simple, disarm DC 13

Garotte, 1d6, 3x, cq, family business (crit bl 2), can use with chokehold &makes it lethal.

Monkey fist/slungshot, 1d6 non lethal, can throw like bola, 2x, 20yards. Grappling.

Bola 1d6 2x, trips target it hit by thrown. 45yrd

Tomahawk, 1d6-1, 3x, throwing, 30yrd, "deadly throw" Do +3dm, can use melee (2x critical?)

Boomerang, 2d6 non lethal, 2x, thrown, return back

Prosthetic arm/leg/weapon - same but it's DC 23 crafting, attach ranged is 28dc crafting.

Boar spear, 1d8, 2x, pole, charging enemy take 4dm if u hold, jump aid 1yard (and climb), 2yrd

Smoke and fire wheel, 1d3-1d4, 2x, double atk(first attack do 1d3,second 1d4, one action make two), exotic

Fork knife, 1d4, 3x, quickies (doing quick after a attack with this weps upgrade the dice for the quick) , half exotic

Triple crossbow 1d6+3, 2x, can shoot underwater, 40yard/20underwater, reload +2

Scorpio dagger, 1d6, 19-20 2x, exotic, poison applied by this do +2, deadly strikes do +2dm

Tekka Kagame, long razors glove, 1d4+1bl, 2x, all unarmed poison +1dm if they were applied, unarmed exotic.

Catafalquex, 1d8 2x, exotic, sword, can waste your attack to disarm (1/round only), crit +2dm (It has hooked spikes at the tip of sword)

Bladed hairpin, 1d4+1 3x, 1yrd, can grapple by. (Whip like)

Guillotine axe, 2d6, 3x, 1yrd, 30lb, heavyweight. (to use quick:18str)

Dire glove/spiked glove, 1d6 2x, has many spikes, unarmed, crit +2dm

Dwarven sword, 1d6+1, 2x, dwarves get +2dm, can be used by dwarf to use other blunt side and throw something 30yard away, 1d6 throw

Elven sword, 1d6+2, 2x, elves get +1hit, can be used to mend two wep attacks into one (+5atk hit add, half dmg dice of other strike add.)

Orcish sword, 1d6-1, 2x, has hooked end, orcs get critical threshold -1 for it, +6 climbing and lock pick, orcs can add 4 bleed DM for-4atk dm

Heavyset bow, 2d6, 2x,m+5 , crit Pierce one target and fly 5yards more, really tough (str 16 fo use)

Net 1d0, covers 3by3 area, pinning ppl inside. Enem DC 17 dex, fail to pin.

Weighed net, 1d6, cover 3by3by1, pin, 19dc pin

Big net, 1d0, cover 6by6 DC 21pin

Kobold tail ring, 1d6 blunt, 2x, can do non lethal

Kobold tail blade, 1d6-1, 2x, count as lock pick

Naginata, 1d6+3 pole, 3x, 2yrd reach, stir fry (heating add 4fire DM to attacks)

Dart, 1d6, 2x, 25yards, ½lb, ambush +3dm

Meat and bone club, 1d8 2x, primitive simple salted!

War fork, 2d6 pole 2x, charge do 3dm/if at u, and do only 1d6 if not cq.

Pirate knots, 1d6 1x, non lethal, used in pirate laws,bustle (add 1 total attack if u 20dexteruty)

Boarding hook, 1d6, reach 3yard, 2x, jump aid 3yrd, grapple.

Ice mace, 2d6ice, 2x, crit remove 1d6, 0d6= break, melting in hot weather/10fire DM melt 1d6of it.

Orcish axe, 2d4+2, 3x, double bladed, -2crit dm, orcs can do whirlwind attack(area all in cq)

★★†‡★Swords.

Switchblade 1d6-1, 12cm/24cm, 3x, upturn (become a weapon, free, or turn back in)

Falcata 1d6+1 55cm, 2x, crit +3, crit 3x if 20dex

Short sword 1d6, 50cm, 2x 19-20, crit +4, can use dex instead of str bonus.

Arming sword 1d6, 70cm 2x, ready (+3dm if), shield bear (+1 DM if have shield).

Bastard sword, 2d4, 90cm 2x, bastard crit (+6dm), flanking (+2 DM if u)

Longsword 1d8 2x 150cm, two hand (+2dm if), landsknecht (+1ac if ready)

Machete 1d6-2 3x, crit bleed +2, ambush +6dm

10-foot sword 2d8+2, 3x, two handed, unwieldy (can't wield if below 20str), 40lb, broad (crit -2ac to enemy for rest of battle), 3-4yard reach

Chain sword/Urumi 1d6+1, 2x, can grappling (deal weapons DM), ready (+3)

Falchion, 1d8 3x, only crit if 13dex and 13str, bonus for dex apply.

Pagliacio baton, 1d4, 3x, can do threefold fold.(club)

Cutlass, 1d6 2x, flank +2, crit disarm DC 13

Great sword, 1d8+1 2x, 2yrd, rancid (crit 3x if 17str), two handed, bring it (crit ignore damage reduct), middleweight (can do quick)

Broadsword 1d8-1, 2x, 1yrd, rancid (17srr 3x), two hands (+2dm if use two hands), crit +4dm.

Scimitar, 1d6+2, 2x, quick (+3dm if), debut (mount +2+2)

Yatagan, 1d6 2x, quick (+2dm), deadly (+2dm)

Claymore, 1d10, 2x, 1yrd, simple, heavy (quick only if 17str), clinker (crit +11 total dm)

Kukri, 1d6-1, 3x, exotic, simple, small.

Kris, 1d6, 2x, exotic dagger, life drain (4hp steal on kill)

Fishing rod, 1d3+1, 2x, reach 10yrd+, pulley√

Frying pan, 1d6, 2x, jackass get +2dm, crit trip DC 14

Cleaver 1d4+2, 3x, thrown +2dm (knife)

Razor, 1d4, 4x, shaving +48, +30 vs clothes

Pugio, 1d8 2x knife, cq, quick -2dm, deadly +2d

Two handed sword, 2d6, 2x, only two handed, simple. Heavy (16str quick) (executioner)

Rondel dagger, 1d6, 19-20 2x, cq, cesarean (quick from concealed do +4dm)

Gnomish hand-mangonel, 1d6 2x, stones bottle and alchemy jars can be flung 25yrd away! 1ft size, launcher

Bladed mace, 1d4+1, 2x, attack adds enemy 1¶ on hit.

Fan, 1d3-1 non lethal, 2x, perform to get +2ac.

Knife/hunting knife, 1d6 3x

Example: wicked rondel dagger 1d6+2 +2¶, 19-20 2x

★wicked weapons - add 2¶+2dm, ammo: remove arrow bolts is -2¶ more (& +2dm +2¶)

★wicked cost +10gold, sawbuck+10gold (wicked look sharp &razors)

¾★sawbuck weapons: serrated normal ones, add carpentry bonus +4(sawing), and +1bl/crit, and +4crafting (wooden)

Mithazil +4 vs undead, adamantly +6vs unde.

Adamant ignore damage reduction

Silver deals +X DM to some monsters demons &undead.

★† Flails, hammer

Flail 1d6 2x, ready (+2 if), crit stun DC 14

Triple flail 1d6+3 2x, ready (+4if), crit +1d6 dice

Heavy flail/scourge 2d6-1, -2atk, crit maim criple

Cat on nine tails 1d3 non lethal, 4x crit, crit panic

Bullwhip 1d6 non lethal 2x, 5yard, can grab pull, dex bonus add.

Hammer 1d6-1, 3x, close quarter, flank amb +3 DM.

Warhammer 2d4, 2x, close q, crit trip if no huge, crit knock back 4yrd at will of user.

Club 1d6 2x, cq, crit stun DC 15, crit 2x str DM

Nailed club, 1d6+1, 2x, cq, jackass = get +1dm

Great club/kanobo, 2d6, 2x -2atk, heavy (no quick attack until 18str), death bring (3x crit if 20str)

Maul, 1d8+3, 2x, heavy metal (no quick ,20str), breakup (double damage to objects and items)

Morning star 1d8, 2x, strong critical (3x str crit), fast death (any songs give +2+2)

Spiked flail/evening star, 1d6+2, 19-20 2x, blowsy (crits double the str bonus, add 2x dex bonus too)

Three sections staff, 3d4, 3x, non lethal if no 16str, u can reach 3yard(dc dex 15), exotic martial, dex bonus exchange if want.

Pike/lance - 2d6 r3yrd 2x, crit trip all but huge+ , on mounts +2+2

Dwarven war hoe, 1d3 4x, digging tool (+4surv), blooper (crits ignore damage reduction)

Dwarven axe-hammer, 1d6+2 2x, dwarven (crits 3x if u dwarf), blunt/slash, cq, crit stun/4bleed

Dragon sword, 1d12 2x 19-20, rare, 1yrd, ultra crits (+20 dm), longsword (+1ac if defense), 1000$ per +1, 50gold for +0 (made of dragon steel)

Log 5d6, 2x, 220lb, heavy, doorframe (+25vs wooden anything) (nonexistent enchant)

War kettle flail, 1d6, 2x,heating adds 4fire to atk, on crit if contains boiling water do 4firewater DM to target. (Even war cook is strong enemy!)

Battle Bo, 1d8, 2x, lethal, exotic, trip strike (trip yourself with enemy if strike hits, 1/battle Max), metal stuff, 1yard reach

©★ranged

Sling 1d6, small, 2x, 25yrd, reload +8, bonkers (+1 dice against bigger

enemy on crit), ready (+2dm)

Sling staff 1d6+3 2x, 40yrd, reload +5, bonkers, readying (+3dm), crit stun DC 17

Slingshot 1d6-1, small, 15yrd, no reload, cripple on above 17 if hit

Flintlock pistol, 1d6+1, 2x, reload +2, can shoot any/shrapnel cartridge, one use, unstealthy (-4/use,current round), mx +10, 40yard

Arquebus, 2d6+2 rifle, -1atk, 2x, 50-100yrd, reload+2, can shoot shrapnel cartridge, one use. unstealthy (-6/use,current round only) m+6

Cartridge, paper packet, one use, black powder (use: drop powder, drop ball)

Shrapnel cartridge, paper packet, 1use, black powder

Cartridge (white), white powder. (All cartridge can have any metal in it, with bonuses) (smokeless, still noisy)

Double arquebus, same but can hold 2 loads before reloading it. (Only one shot per annum, but use quick if u want two) 600$price, m+6

Crossbow, 1d6+1 2x, 35yrd, reload +5, Max +8, bloody (crit 1bl until bolt dislodged)

Hand crossbow, 1d6-1, 3x 20yrd, reload +8, small size simple. Max enchanted +8

Repeating crossbow, 1d6+2 30yrd, rare 50$, reload all ammo at once, repeats (make two attacks instead of one),reload +7, max enchanted +2(900$per +1)

Heavy crossbow 1d8+1, 2x, 120yrd, reload +4, heavy (+1yrd knock back at will), bloody (crit 2bl until bolt dislodged) (mx +5)

Ballista, 3d6+6, object 200lb, heavy (3knockback), reload +1, range 250-500yrd (Max ench +3), Pierce one and fly 5yards more.

Small cannon, 4d6+3, object 150lb, reload +0, reload requires small cannonball and pound of gunpowder. 100yrd

Cannon, 6d6+6, object 600lb, reload +1, reload requires cannonball or explosive cannonball and two pound of powder. Range 200yrd, flypast (shooting downward +100yrd far)

Catapult, 5d6, 2x, requires boulder(s), 120yrd, reload +2, 500lb, flypast (+100), can shoot other stuff too.

Barrel gunpowder (20gallon): 12dm per 10yard per, Max 20. (10barrel 120dm 100yard etc), 10hp.

Longbow, 1d8, 2x, 200yrd, reload auto, prowess (+25yrd per 1dex modifier), crit +7 (Max +5 enchanted)

Bow, 1d6 2x, reload auto, 70yrd, crit +4, simple (Max +7ench)

Blowgun, 1d6 1x, 25yrd, pointed (crit add+3poison¶if was /2dc for some), reload auto. Max enchanted+5

Needle gun, 1d6-1, 2x, 10yrd, reload+4, points (crit poison +2dm/DC), 5ammo loaded. Small. Max ench+4

Chakram, 2d6 2x, thrown 25yrd, can get returned enchanted. Enchanted Max +6

Shuriken, 1d6, 3x, thrown 33yrd, Max +5

Throwing knives, 1d6 3x, 15yrd,hurry (+15yard per +5dex above 10) Max +5ench

Battering ram, held by 4 ppl, 10d6.1yrd. +25vs doors and gates. (Vs wood), 300lb (m+10)

Javelin, 1d6 2x, 45yrd, quick +2dm, flank +4dm

Greek fire 2d6+2fire, 2x, 15yard, slung (slinging it add 30yards/60if sling staff), area 2by2 yard, inextinguishable 3rounds floor/wall (2d6)

Fire bottle, ice, electric, acid - 2d6, 2x, area 2by2 yard, range 15yard, slings add 20yard (does damage once, fire/ice/electric/acid crit apply burn/freeze/paralysis/disarm (avoid DC 18),light bottle any hit blind DC 14)

Shoulder trebuchet, 6d6, 2x, rocks, 70lb, throw away 100yard, bazooka!, str requires 15str.

Shoulder shooter, 6d6+6 crossbow 1x, 25lb, reload +4(6reloads to fully reload), shot 6 bolts. It's bazooka2, exotic

Fire arrow, bolts, sling bullets, - add 1d6fire to

Dark -same, ice same, electric same

Cannonball small, 4lb, big 10lb, kaboom 15lb

★weapons can be "big": dice upgrade, Weight+

★same (-2-2) : broken, crude, old, jagged

★gun may recheck stealth (at gm decision)

Ammunition extra

Fire/ice/electric/dark/holy bolts - add 1d6 x to attack, 10gp/20ammo

Fire/ice/electric/dark/holy arrows - add 1d6 x to attack, 10gp/20ammo

Sling bullets - same

Cannonball (small) - 4gp

Cannonball (big,can't enchant) - 10gp

Fire/ice/etc dart/javelin - 10gp/per 10

Returning (ammo enchant) = +100g(work on bunch of arrow/bolt/bullets)

Ammo enchant +1 = +100g price, Ammo enchant +2 = +200g price

Ammo enchant +3 = +300g price (max +3)

X bottles (fire/ice/etc) 8g per

Wicked ammunition (+2dm,+2¶) = 10gp per package

Cannonball (kaboom: fire/ice/etc) - 20gp

Bag of bees/ants/black ants/etc - 2gp (throwing weapon, unloads swarm of it)

Every +1 enchant give +1dice to base dices (1d6 be 2d6,,, if 2d4 it be 3d4)

Armour:

shield +1 AC, max enchant +3

Kite shield +2 AC, max +3

Stone shield +2 AC, max +0/1

Tower shield +3 AC (-1move point,heavy), Max enchanted +3

Buckler +1 AC, max +2, lightweight

Leather shield +1 AC, max+1 lightweight

Spiked shield +1 AC, max +1, (charge do +2/+if at u)

Bladed boots, kicks +4dm

Clawed boots, kick +2, climb +2

Helmet, bassinet, great helm, horned helm, coif.. +0.5 AC

Greaves, boots +0.5 AC, metal boots +0.5 AC

Gauntlet, glove (non silk) +0.5 AC, shoulder pads (any) +0.5 AC

Leggings (any non clothes) +0.5 AC, armour skirt +0.5 AC

Belts (waist armour multiple belts, count as belt) +0.5 AC

Baldric (belt over shoulder, count as belt) +0.5 AC

Shin guards/knee guards 0.5 AC

Arm guards, armlet, cloak +0.5 AC

Torture collar (can't sleep well, DC 24to sleep)

Torture rack (DC 22 or take non lethal)

Torture shoe (with nails, cursed), torture bed(iron nails, DC 25 sleep)

Torture barrel with rats. Rat cage.

.

Light armour +1 AC (max +1), cloth armour+1 AC (max +2),

Light furs +1 AC (max +2), animal skin +1 AC (max +2)

knots armour +1 AC (made of rope knots, max +2), half armour +1 AC (max +1)

Leather armor +2 AC (+2max), Robe +0.5 AC (no penalty casting, max +2)

Heavy furs +2 AC (+2mx)

Porcupine armor +2 AC (mx+2, charge do +2/+if at)

Bone armour +2 AC (mx+2, -2fr undead,+2lie to em)

Hauberk/ Chain shirt +3 AC (+4mx), brigandine +3 AC (+4max)

Half plate +4 AC (+5mx) (halfplate armor bra - for women)

Full chainmail +4 AC (+5max)

Scale mail +4 AC (+5mx, 30lb)

Plate mail +5 AC (+5mx, 55lb), dragon scales armor +5 AC (+5mx, 45lb)

Full armor +6 AC (glove, helm, chest, legging, shoulders, 60lb) (+4mx)

Heavy metal armor +7 AC (+4mx)(too heavy, 90lb)

Basilisk armor +6 AC (light, +30hp, mx +5) 5k$

Hydra scales mail +7 AC (medium, +50hp,mx +4)9k

♪Max dex bonus ac, light: no limit, med +5, heavy +3♪

Price see above in common items section.

★every +1 enchant give +1 AC.

Wonderful items:

Stimulant 15gp

Heal light wounds potion, 2gp (1d6+4 -2¶)

Heal medium wound p, 10gp (3d6+8 -3¶)

Heal serious, p, 50gp (10d6+20 -4¶)

Heal deadly wounds, p, 200gp (20d6+30 -6¶)

Potion of lesser magic, 100$ (restore 1d3+1mp)

Potion of greater magic 500$ (restore 2d6+3mp)

Potion of remove fatigue 20$ (-8¶)

Iron Fists - gauntlets, +5+5 unarmed,+25vs doors walls and boxes, 660$

Mithrasil staff - channel power to deal 20dm all undead range 20yards, 1/hr, junk, 500$

Adamant staff - channel it to deal 40dm to demons at 20yards, 1/hr, junk(u must have mp) 3000$

Amulet of strongman - fists +3+3dm, uncomm 500$

Whirlwind - elm staff,channel to make whirlwind for two rounds, 7push +4d6 nonlethal, 48area,1/d, 1200$

Belt of Ant lion - belt, 2350$, u can pull push 1000lb, if u female then 500lb

Silver staff - staff, heal single target by 20, 2/b, 50yard range, 600$

Baldric of muscleman - +0.5*2ac, your strength give +1ac per 5above ten(10), rare

Torturer - club spiked +1, all in nails and spikes,+5bleed to atk. Junk

Hellfire maul - +2 skull maul, kill by it makes area 3d6fire 4range area DM

Scorpion flail - flail +1, +permanent poison 4¶ (no stack with applying)

Ring of dark sight - dark sight 5yard

Ring of evil eye - can see evil ppl, they have purple glowing eyes for u

Shoulder pads of dastard - flank unarm -5 take

Bigot staff - channel make it turn into snake, saying some nonsense make it go into ur hand and turn into staff. (Snake viper) 500$

Hellfire bullwhip, +3, +5d6 fire, if u attack water then make 4yard steam cloud (2d6 non lethal)

Baldric of baldr - legendary, +7 disarm if u don't use weapons in the past 7hr

Ring of shielding - when take mag bullets and arrows and bolts DM then you have deduct it from 89 pool, pool 0 ring go unmagical

Ring of atk +1 (amethyst ring, +1atk hit) 150$

Ring of atk +2 (glass ring, +2atk hit) 300$

Ring of atk +3 (zirconia ring, +3atk hit) 500$

Ring of unarmed +1 (iron, +1unarm dm) 100$

Ring of unarmed +2 (steel, +2dm) 230$

Ring of unarmed +3 (adamant, +3dm) 500$

Ring of DM +1 (jade, atk dm +1) 300$

Ring of DM +2 (opal, atk dm +2) 700$

Ring of health +15 500$

Ring of extra health +30 2000$

Ring of hearty health +45 , 4000$ rare

Ring of Mana +1 400$

Ring of Mana +2 (max) 1200$

Ring of gorilla (+1str) 200$

Ring of bear (+2str) 400$

Ring of mouse (+1dex) 200$

Ring of wolf (+2dex) 400$

Ring of owl (+1wis) 200$

Ring of vulture (+2wis) 400$

Ring of seal (+1con) 200$

Ring of elephant (+2con) 400$

Ring of cat (+1int) 200$

Ring of naga (+2int) 400$

Ring of peacock (+1cha) 200$

Ring of monkey (+2cha) 400$

Ring of armor +1 (+1ac) 500$

Ring of armor +2 (+2ac) 2000$

Ring of lockpicking +2 200$

Ring of lockpicking +4 700$

Belt of bark skin (+1ac if no armor above light)

Belt of lead skin (+2ac if no armour above light) 900$

Amulet of nightfall (+5mph at night) 500$

Anklet of the slavery - target is your slave unless have 10willpower bonus (say your name to target to make u owner) 2500$

Ring of flying squirrel (can fly down and not up)

Ring of alligator (can move 5yard in water,1/hr)

Ring of zebra (can hide in crowd, +5stealth in)

Ring of perish (take 2d6dm at start of battle, but +2vs death save)

Amulet of dwarf - ac +1 per dragon enemy. 2k$

Black metal mace - +2 mace, critical gritty (each crit do 5x but non lethal)

Dagger of venom - +2 dagger, each hit do +1d6 electric and poison DM, and -1fort will on enem

Varyago axe, - broad axe +3, but each time u go berserk u attack target until it dies, can't choose other target until that. +2reckless

Ring of raging +1 (+1+1reckless) 900$

Ring of mag +1 (+1mag dm) 200$

Ring of mag +2 (+2 mag dm) 600$

Ring of mag +3 (+3 mag dm) 2000$

Ring of mantis focus +1 (+1foc) 350$

Ring of spider focus +2 (+2foc) 700$

Ring of climbing (+6climb, can climb any wall but no ceiling) 800$

Ring of beholder (u can see through trees, cloth, haystack, 25yard far) 500$

Longsword of infinite poison - +1 longsword, drips poisoned, hit for 1¶ and each round/minute do same 1¶, last 24hours/cure non aid.

Belt of three wonders - (3 charges, can succeed on some saving throwback, costs 1charge) 4k$

Belt of seven Wonders (7charges,look text) 9k$

Ring of archery +1 (+1ranged DM) 250$

Anklets of torment (Cursed, -2mp) 100$

Circlet of Erebus (Cursed, -5focus , do -5dmg magic) 25$

Mittens of inadequate (Cursed, -7all roll) 50$

Scolding cage (face mask, -6mp, silence, remove DC 27esc art) 700$

Manacles (open DC 32, hands, legs) 2gp

Handcuffs (open DC 29, hands) 12gp

Cloak of the dogfight - +2 vs dogs and goblin

Cloak of lush green - elves +1ac in this cloak.

Cloak of the bullpen - when u draw blood (bl) then you next hit +3+3. 1300$

Skull necklace - +3 intimidate +3 rep for tribes , 5gp

Shoulders of the spikes - charges unarmed u do +3, 670$

Shoulders of the Atlas - 1000$, can lift 900lb one time per hour. (Also can trip Huge by it)

Amulet of Rehab (u lose addiction after wearing this for a week) 1500$

Amulet of goodness (+2rep with good ppl) 500$

Sword of the henchmen - +2, each your ally add +1 to its enchanting, max +9,+1ac if u intimidated by someone

Blood and Sand: two swords, dual wielding, +1 short swords, +14 bl main hand, +7hit offhand, 5000$

Asbestos: white maul +3, you deadly is quadruple DM(+20+20), you attack penalty: no crits for enemy weaker than you. 2300$

Hatred and Love: dual wielding, two daggers +3, you have added attack if have 21dex, 3990$

Geminis: dual wielding, two flails +5, you can combine the two attack into

one (2d20for hit, combined dices from both +5), 1/b, 6000$

Sword of the Argonne - arming sword +2, you must water this sword every day to get +8ice DM to attacks. 1200$

Napier Zephyr, rapier +7, +6will when at least 6 enemy, +10to your movement after each attack, 2000$

Oil of magic weapon +1 200-400(+1 +2 +3)

magic item/plot item~~

Mystic magic chest (lock DC 44)

Mythical magic chest (lock DC 67)

Epic magic chest (lock DC 100)

Magmatin bed (torture devices, hot 43°c)

Pearlgold bed (torture bed, -1°c)

Nail bed (torture bed, sleeping can't, heal only 1¶ per hour of sleep in it)

Razor shirt (fail all saves if worn it, look like chain mail outside viewers, DC perc 25see it)

Iron mask (hide identity success if wear) 900$

Bastard bolt (crossbow, turn target in apathy until dislodged)

Alien chair (has 76 blades, badmouth -7 if sit)

Iron Maiden (torture devices, lying -16 inside)

Bronze bull (torture, first aid -24 inside, 2d6fire)

Finger screw (torture,on use: 6¶ for one month)

Coal sandwiche (torture, 3d6fire, 5¶ for week)

Unique items:

Hell barnacle - cannon for hands, shot kaboom cannonballs, 6d6 fire 6area 4turn, and +4d6vs buildings, weight 80lb, range 90yard,magic,crit 2x, 78000$

Dragon dancer - bone staff, 2500$, u can make dragon nonviolent dance for 1minute per day.

Enchantress knob - oak staff, give target animal an human intelligence, 1/d, rare

Holy Vengeance - +1bastard, in hand saint +8, once per fight can turn for one round into +13, 34000$

Sacred genocide - in hands of saint it's +10, bastard +2,once per day can turn it 1 round +24 , 87800$

Lava lurch - brimstone staff, can launch lava at target, 8d6+7fire, 1/battle. 900$

Dragon Holocaust - dragon sword+1, attacks versus dragons do +100d6 , epic

1.000.000$

Oil of dragon ripping - 48000$, unarmed+30d6 vs dragons, 5minutes. 5uses

Deathless half plate - when dying enemy must say your age or u don't die and restore 95hp.

Dwarf castle, plate mail +3, for dwarves +7, when you jump at ppl u do 5d6 if u atlest 500lb

Bloodworm, foil +6, +6life steal +3bl, 6000$

Godless Evisecrator - +3 flaming Kopech, if you annoyed some God rn u get +6d6 to atk. 5k$

Achilles sandals - +30jumping climbing and +30 to one chosen stat for one action. 1/d 9k$

Heracles sandals - +40to one job and +20 to all attributes for one action. 1/week. 20000$

Titans sandals - dash 100yard at will, 1/hour, also work on jump and flying

Dragon potion - turn u into dragon for 1hr..19k$

Ghostly dagger - +3 dagger, become +9 at night, kills with this weapon +30 harder for forensic to know. Owner has compelled DC 23 to go kill someone at night (willpower)

Miracle potion - heal fully &remove ailments, have 50%remov curse each, &heal mp. 50000$

Black mantis mantle - you assassinate easier, first attack in ambush is +40dm, 6700$

Tablecloth of feasting : u can put it on surface and tell nonsense, it create 8 cups of wine and 8plates of rich food (lv3), and 5 big plates of food, costing 1charge, 1d6+3 charges, 2700$

Pot of infinite porridge - say nonsense to make it produce porridge, 10gallon/min, max 1hr per day, 4002$ (look engraved)

Draugr scale mail +5 - cursed, when drop below 50%hp restore 60hp and go in blind rage and +3reckles eff, 3round attack nearest enemy. (Look ominous with jagged spikes,darkly)

El Toro - +3 estoc, but bravado it's +5, when you intimidate enemy success you -2crit threshold against them next crit only. 9000$

Pigface bassinet - bassinet helm, when enemy intimidate you , u do +3 charge vs them, 1ac 400$

Bluecap, +3dagger, vs orcs its a +4 dagger, ur hands glow when u hear any orcs talk 25yard, 12k$

Ring of thievery (+4 pickpocket, lockpicking, sneak) 2000$

~legging/skrt

Armor skirt of princess (+2 armor skirt, +2ac first round, even ambush) 2000$

Leggings of blood (+1 leggings, ur DMG add +1 per 40 lost life) 450$

Snake pants (+1ac from it, +1dex, u swim +2) 900$

~boot

Skitter (shoe, u have +10sneak 1/d) 1000$

Sandbags Boots (-6dm from fall/grounds) 4k$

Heels of devil queen (turn someone horrified 1/d) 3000$

Heels of succubus (-6 take DM from men) 5k$

~helmet/headband/circlet

Headband of Scorn (u can't be mind controlled) 35000$

Iron Dome (circlet, headbutt +4dmg) 1000$

Helmet of saints (can pick holy feats) 2000$

The Scourge (u can't be crippled, if worn by orcs - Also can't be maimed) 3000$

Of intelligence (any helm +1int, sapphire in it) 500gp

Of vitality (any helmet, +1con, ruby) 600gp

Of creative (any helm, +1wis, jade) 500gp

~shields

Shield of blocking (round shield +1, u crouch or crawl give u +5ac) 1450$

Kite shield of force (kite +1, you can't be knocked back and u charge knock by 5yard)1k$

Fortress shield (tower +1, take -20 from projectiles/br, you can only move 2yard/turn, heavy,+1bon AC) 1600$

Shield of heavy armor (tower +2, +1ac if u wear heavy armor) 650$

Ivory Kings kiya (ivory shield +2, u can lodge shield into enemy/wall/tree to get hold of.) 3k$

Buckley (buckler +1, u ignore when only 1bl apply on u, and poison 1¶ ignore too) 560$

~gauntl

Warden fist (gauntlet, +5dc open lock u locked) 1k$

Sasquatch hand (glove, fur, grapple +4) 1000$

Silver gauntlet (gauntlet, +5 vs undead) 780$

Wolf fist (fur glove, bleed on critical +2) 2000$

Of X (X=some job/skill, +4 this job/skill, 450$)

~arm guards

Bracers of bravery (-2reduct of fear effects) 2500$

Armband of necroknight (+6diplo with undead) 500$

Arm guards of paladin (+1ac vs undead) 1500$

Thunderbird bracer (bracer +1, -7 take from electric, +1eff electric) 2000$

Armbands of Kraken (when hit by unarmed you do free attack on your following turn, mx 1) 5k$

~armor

Infused heavy furs (+1 h furs, can turn into animals upto 6lv for 2min, 1/d, can't into elephant) 4000$

Infused hide armor (+2 hide armor, can turn into hairless animals, Waldorf, elephant , giant lizard etc, 2min, 1/d, max 8lv) 5000$

Monstrous heavy armor (+2 breastplate, you turn into ogre or troll or Thrwofl, always when battle starts, 1minute/1r, infinite uses, cursed) 7000$

Ogre skin plate (any heavy +2, u horrify enemy who critical at u) 2000$

Rogue vest (light armor+2, if u only got light weapons: +3mov) 1000$

Ember Maiden Plate (medium +2, u have no penalty for climbing in it, women count it as light armor, -4fire take) 3400$

Gladiator scraps (half armor +1, +1+1 combat, +5 entertainment, +5 move after your crits) 2500$

Aquanaut plate (plate +3, you swim +4yard, you climb -1yard, water breath 2minute, take -5 from guns, comes with helmet, rare) 9000$

~belts

Belts of the beasts (-5 take from animals) 500$

Stomach grind (belt, +5str for skill 1/hr), 2500$

~cloak

Cloak of the Lockdown (+5move on 1round) 3k$

Cloak of hunger (cursed, u can turn into rat for one minute every day) 100$

Cloak of the witchcraft (+6 witch focus) 6000$

Cloaca (cloak, +5¶ with first poison of the day) 2400$

~amul/neck

Amulet of corruption (+9 diplomatic with evil and chaotic) 2000$

Necklace of necromancy (+2atkdmg to ur dead friends, skeletons) 1200$

Amulet of armor +1 (+1ac) 1000$

Amulet of armor +2 (+2ac) 4000$

Necklace of Weight (u have bonus from heavy armor even without it, cursed, -

2mov) 500$

Amulet of Sheriff (+1str dex con) 3000$

Amulet of Sherlock (+1cha int wis) 3000$

Amulet of Kings +1 (+1all attributes) 10000$

Amulet of Kings +2 (+2 all attributes) 50000$

Amulet of Kings +4 (+4 all) 1million$

~mask

Bear mask of barbarian (+6 intimidating) 4k$

Full metal mask (-6proj taken, -3 insight) 2k$

Wolf head (-5 survival and intimidate of surrounding enemy) 1k$

Golden mask (+5dm vs poor, +3diplo) 960$

Jester mask (+5entertain +5hide identity) 2k$

~shoulder

Knight's shoulder (-4 trip vs u, +5mountin) 970$

Hot temper (shoulder, free attack when u attack someone who readied attack) 5600$

~shin guards

Dragon heart (shin, critical take -5) 900$

Bronze Talon (Shin guards, +2grapl esc) 500$

Rotgut (oily leather, -5poison taken, Inc 5¶) 2500$

~anklets

Anklet of the speed (+3move, 2000$)

Flaming anklets (kicks +3fire DM) 450$

Anklets of the Rider (+2 mounting) 450$

~~~ knuckleduster --

Iceberg crusher (+1, +5ice, +5ice on crit) 1000$

Bear claw (+2 tiger fist, +6dm, +2bl) 6000$

Bone broth (+3, do +23dm if enemy below 30%hp) 1500g

Thor fist (+4, +7electr DM to attack, u do 7dm adjacent enemy by main enemy, crit stun 16dc) 3400$

Barracuda (+3, auto grapple on hit, crit auto trip attempt 14dc) 3000$

Terracotta fist (+10knuk, first round u do -10-10, then next rounds +7+7 unarmed) 8900$
~~~

~~`hammers~~

Necrosis nunchuck (+1nun, do +5death DM) 600$

Can cruncher (+5 Warhammer, u hit do +15 vs heavy armoured enemy) 5000$

Bloody baton (+1 light mace, u every other round deal lethal DM) 150g

Bone cracker (+2greatclub, +10temp hp per hit) 1000$

Dark punishment (+7 heavy mace, you have to spend 10hp when you crit, crit 5x, -1ac enemy) 5000g

Basketball (+5 Morningstar, ur jumping strikes do +9dmg, +1yard jump enhance) 4800$

Shekellland (+4 shillelagh, you can pay 100g from ur pocket to add critical strike to ur attack) 5k$

~~axs~~

Dragon's den (+5 broad axe, spend/pay 10 move points to get additional attack this round) 9000$

Crimson tide (+2axe, hit vs below 20% add 20bl) 3000$

Executioner best friend (+3axe, spend half max hp to get guarantee crit. (If enemy don't dodge it by feats), 1/battle, free use) 4000$

Buchenwald (+5guilotin axe, u can attack enemy legs,-7move if it hits,max 1slow)10000$

Nosedive (+4 hammer axe, you jump down do falling DMG to enemy in 2x amount added to atk) 5000$

~~`bows~~

Nature grip (bow, +1, hit enemy get animals attack him for one round) 1209$

Silent exterminator (+2 longbow, hits silent, hits put 1min silence and until dislodged arrow) 2k$

Triple bow (+2bow, u can do multi shot 1/b, hitting three targets (three arrows)) 900$

Icicle prism (+1longbow, all physical DMG convert into ice dmg, inc bonus atk dmg) 900$

Leather piece (+1sling, all reload instantly and free) 500$

Burning hate (+1longbow, all convert to fire)1k$

Wilhelm's deadeye bow (+1bow, you always act first in any combat (even ambush) if u promise to shoot arrow.) 4500$

~~`swords~~

Terracotta sword +4 (+4 sword, first crit break the item, second destroy it (gm discretion)) 2k$

Flesh gnaw (+6 arming sword, you first round do -14-14, next rounds do +6+6)

7100$

Cladenez (+5 short sword, u can hide it anywhere, required 1inch² to hide it.) 6000$

Circumsisor (+4 catafalquex, your first hit making enemy silent for 1round, each enemy once per fight) 4500$

Daedalus Daebalus (+8 great sword, you can't attack on first round, second round two attacks, third can't attack, fourth three attacks instead of one, further on is normal.) 45000$

~~spear/pole~~•

Heinz (+1 partisan, you can use special kick swing on the pole, cq all enemy kicked,1/b) 1k$

Spartan (+3 spear, if u wear no medium armor u +7movement points and +5 dodge) 5600$

Blasphemy grip (+2 halberd, your attack do +4dark,if u dark alignment then another +5) 5k$

Dark Triads (Trident +6, you silence/bind/stun, target on hit, 1d3, dark artifact) 67000$

~~`scepters~~(1d6-1,no +1)

Scepters of magic +3 (+3mag dm) 300$

Scepter of magic +6 (+6/) 900$

Scepter of magic +13 (+DM) 3000$

Scepter of summoning +1 (+1max) 2500$

Scepter of summoning +2 (+2) 7500$

Scepter of money (+5%discounts) 3000$

Scepter of black metal (+8 DM in melee) 8000$

Scepter of sludge +5 (+5acid DM) 4600$

Scepter of fire +5 (+5fire) 5000$

Scepter of ice +5 (+5ice) 5000$

Scepter of fish (+5yard swim speed) 2000$

Scepter of Druids (+3 to effect/damage of primal skills) 2500$

Scepter of the dead (+3 DMG for ur undead) 2k$

Scepter of alchemy +4 (+4alchemy skill) 4000$

Artifacts:

Fruit of collapse - junk tier,eat get u -20 diplo -20 insight +40 libido -20 willpower, for 20years

Earshot necklace - protection from all curses, epic tier, 245000$, many ears

Fountain of youth - u can be younger after washing, washing second time you die (hard to find)

Statue of blasphemy - touching it makes your god renounce you &u take 4d6dm

The Grail - drinking it cure all illness and heal fully, drinking too much add 23years to u age. Each year grail is displaced to some other land.

Lordly plate mail +20 - you can only do 1yard step per round,max mph is 1 if traveling by feet, 55000$

Head necklace of kali - u crit +1x multitude. 10000$

Golden Apple (destroy buildings area 2km² on use)

Urn of Darkness: touched it is take 10d6 and call forth 100 shadow man warriors to haunt the place for 10day, they aggressive to non toucher, 1/week

Mead of poetry: +14 entertain 3hr on sip drink, 500gp

Rods,wands, staves:

Rods~~(use: channel two rounds/2minute)

Rod of Fireworks (make fireworks,100yard) 5k$

Rod of fire breathe (6wide 32far, 8d6+9fire) 2k$

Rod of ice breathe (7wide 25far, 8d6+8ice) 2k$

Rod of thunder breath (8wide 23far, 8d6+9elec) 2k$ (+u can change aim)

Rod of acid spray (7wide 23far, 10d6acid) 3k$

Rod of enlarging (enlarge 1size,10minutes) 1k$

Rod of Death ray (1wide1tall 45far, 10d6death, comes to abyss) 1k$

Rod of Miracle (target normal item get +1d6 enchanted, ex +1 dagger, +4 dagger, 1/week, limits still work), 56000$

Rod of Hercule jumping (+6yard jump aid,target 1min) 1k$

Rod of Psionic blast (10d6nonlethal, psychic, 3wide18far, confuse 19dc 1d3round) 2k$

Rod of Unlock I (open lock DC upto 40) 1500$

Rod of Unlocked II (open lock DC upto 70) 5k$

Rod of locking (lock some, DC 26) 567$

Rod of levitation (levitate 6spd, 10min,target 33yrd) 1k$

*req magic class/1mp+know magic 8

Rod of Groundhog (lose 60%your age for 1hr) 78000$

Rod of nourishment (targets eat 4lv food, 56yard) 100000$

Rod of Teleport (tp 5miles) 14500$

Rod of magic volley (2d4+1, all enemy, 25yrd) 400$

~~•Wands~~(has 2d6+5 charges)(req 7int)

Wand of Smoke (make cloud of smoke 7*7*7, these give +7sneak, 10minute) 300$

Wand of fire (2d6+3 fire, 15range) 100$

Wand of ice (3d6ice, 25range) 200$

Wand of storms (5d6 electric,5*5,43rang) 300$

Wand of hellfire (10d6fire, 43ranfe) 666$

Wand of abyss (20d6 death, abyss go, 33range) 3200$

Wand of flying (10yard, 1hr, target, 7yard) 400$

Wand of heal (1d6+9hp, target 20yard) 250$

Wand of shield (x shield, depending on wand) 400$

*and here also unenchanted wands, give bonus and can be +1-7 to raise bonus, &can be these.

Wand of poison (5dmg 5¶, range 25) 500$

Wand of poison II (15dmg 15¶, range 25) 3k$

Wand of sleep (compulsory sleep 1hr, DC will 21) 270$

Wand of petrify (petrify greater) 30.000$

Wand of calling (call lv 3-6 animal, 1hr, 5max) 560$

Wand of unholy calling (call 1d3 lv 2-5unded, 1hr, 5max) 600$

Wand of dinosaurs (call 1 dinosaur, 2max, 1hr) 1k$

Wand of telekinesis (9yard away ,to you) 500$

~~•Staves~~(can channel magic in,0fo no wiz)

Staff of Fireballs (shoot fireball,+8foc,1/hr) 1k$

Staff of Curing (cure 7¶ and disease, 1/d) 1k$

Staff of icicles (3d6ice, can target 3ppl,1/b)1k$

Staff of waterproof (part water 20yard away from you, 1hr, 1/d) 2k$

Staff of Fixing (fix broken/rusty item, 1/hr) 5k$

Staff of fishing (drag 2d6 fish to you, 1/d) 3k$

Staff of animals (befriend 3 animals,1hr/d) 2k$

Staff of fauna (target shroom/tree is not hostile for you and friends, 1hr,

2/d) 1k$

Staff of primal fear (scare animals 33range, 1/hr) 1k$

Staff of X storm (1/d) 5600$

Staff of life drain (evil/dark, drain 3d6+5hp from enemy, 1/hr) 2k$

~~`runes~~(upg item +1-2 if +0, give prefix it)

Fire rune, ice rune, storm rune, smoke rune, shadow rune, holy rune, dark rune, light rune, acid rune, forest rune, ancient rune, inferno rune, winter rune (rune u find in ancient ruins)

~~~scrolls~~(1use)(req MP sometimes, read)

Scroll of Fire (do 3d6fire, target 20yard,1mp) 9g

Scroll of ice hail (area 5*5 4d6ice, 12yard, 1mp) 25g per 3

Scroll of thunderbolts (6d6electr, target 25y, 2mp) 50g per 3

Scroll of unlocking (open lock DC upto 35) 33g

Scroll of incursion (remove curse from item) 100g

Scroll of cursed out (remove curse from person, don't work on lineage) 200g

Scroll of Pure food (as is, 34cubic ft) 12g

Scroll of holy moly (do 7d6+10 to undead, 20yards, 1mp) 34g

Scroll of annihilation (20d6 +abyss if dead, 47range, 2mp) 700g

Scroll of mass waterwalk (as is, 1hr) 45g

Scroll of mass extinction (remove summoned by their DC will 17 if fail, 46range) 250$

Scroll of weaponry (create 10 flying weapons to protect you, 1hr, ethereal, swarm) 380$

Scroll of Light (lightbulb 2hr,16radius) 50$ per4

Scroll of mass heal (heal 4d6+10 all ally, 35yard,1mp) 400$ per 2

Scroll of slavery tattoo (target get tattoo with your name/nickname, and obeying you) 5600$

Scroll of webs (make 15*15*5yard webs) 500$

Scroll of amnesia (target forgot everything except instincts) 10000$

Unenchanted wands type

(each +1ench add +1 related stuff)

Blackwood wand (+1dm to spells)

Petrified wood wand (+5hp)

Redwood wand (+1heal after casting)
~~~

Deadwood wand (+2death DM with spells)

Birchwood wand (+2non lethal with spells)

Oakwood wand (+9dc stun on crit spells)

Spruce wand (+1focus)

Sakura wand (+1mp max)

Sequoia wand (+2electr DM to electr spell)

Firewood wand (+2fire with fire s)

Stone wand (+2dm on surge)

Elm wand (+1dc fear by s) (+7max all)

Almond wand (-1mag DM take)

Cherry wand (+1¶by any dmg spells)

Ivory wand (+1dmg for undead summons)

Yew wand (+1skill/job give by spells)

Fir wand (+1dm by animals u summon)

Mangrove wand (+1dm vs fish)

Hazelwood wand - +½MP per cast of above 16(on d20)

Baobab wand - +⅓ minutes duration of your spells (+⅓per +1) (Not +33%)

Cypress wand - spell failures don't apply on u

Walnut wand - area/height of spell +⅓yards

Rowan wand - take -1dmg physical or bleed

Lemon wand - cast range+2yard (& +1per +1)

Special items:

Thunderclap stone (throw, make 6d6 electric kaboom with stun DC 17, knock back 4yard, 6*6area, fist sized) 250$

Fire/ice/etc bottle (2d6+3 3*3*1) 40$

Philosopher stone 400$ (2lb, alchemy, turn 2lb copper into 2lb gold if stew together 65min)

Mandrake (lb) 10g

Dragon tear (ounce) 5gp

Dragon brain 45gp (soup is 4lv food)

Strix extract (cure bleed, pint) 5gp

Behemoth nail (shaving kit) 10gp

Vampire ashes (ingredient,½lb) 50gp

Dragon stone (turn item into +5, max limits apply still) 5000$

Osmosis seeds (target paralyzed 1hr) 450$

Orcish earwax (ingredient in gunpowder, lb) 6g

Fire salt (ingredient in fire beer, 4fire DM on sip) 5gp/lb

Thunder dust (ingredient in smokeless gp, lb) 15gp

Mummified dust (ingredient, lb, eat= 10%become ghoul or draugr, it magical and could be removed by miracle) 7g

Fire rock (lb, crunch to make fire) 4gp

Ice rock (lb, crunch to make drink -0°c) 5gp

Amethyst (item material, reduce mag DM take by -4) 850gp/lb

Manticore tripe 5gp (make sandwich restore 5¶)

Elixir 50000gp (5philo stone, 500g, 500sp, 50 mandrake, 50vamp ash, 50giant hearts, 50 dragon tear ounces, effect - give 5years of life, remove all ailments and attribute damages)

Hooch (gallon) 2sp

Chicha (2pint, +1str -1dex 1hr) 1sp

Half mead (pint, vile) 1sp

Pesht (1pint, -1wis +1cha 1hr) 5copp

Tequila (2pint bottle) 2gp

Schnapps (pint) 1gp

Port wine (cheapest, 1pint) 1sp

Palm wine (rare, pint) 1gp

Diamond/platinum coin = 10gp per 1coin

Aphrodisiac (vial, 1hr effect) 900gp

Screwdriver/giant (make holes) 10/50g

Candle (lb, 60min) 5sp

Magic candle (lb, 6000min) 35gp

Poison/venoms:

fermented viper venom 20¶ 180$

Belladonna berry, 1d3 wisdom , 1¶ 60$/handful

Demongrass, extract 2¶ 12$

Basilisk blood, cockatrice blood, gorgon bl, 10¶ 90$/3 uses

Ghost tear extract, 4¶ 40$

Datuk seeds, ingest/smoke/sniff smoke, 1¶+ see 2d6 monster 5min

Dark leaf, extract, 3¶dark (crit = blind) 6$

Poison ivy, 1¶, dex damage 1d3 on hit 10$

Poison shroom, 2¶ +intelligent damage 1d3 10$

Curare, 5¶+ DC 15 lesser paralysis 6round 45$

Asp venom, dizzy -5atk 5minute, 3¶ 3$

Scorpio extract, 3¶ 1d3str damage once 5$/bottle

Frog venom, 6¶, jumping -7, 7minutes 60$

Six venoms combo, 15¶ 1d3dm all, 2rounds! 500$

Beetle juice, focus -5 1hour, 2¶ 80$

Atropos, extract from, 7¶, perception -7 7minut

Black nightshade, 8¶ +stun DC 16

Kennedo flower, extract, 10¶ +can't drive 5hr

Viper venom, 6¶, 30$

Fire vein oils, from red (fire) Scorpio, 5¶+5fire

Jararca venom, 6¶ -4perc 1hr 40$

Milkweed, 3¶ +blind 1minute/1round 5$ (blind= bonus no apply for atk,+0+0)

Pigweed oil, 1¶ +1acid, -2charisma 60minute 1$

Devil weed, 4¶, damage charisma 1d6 on hit. 4$

Rage flowers extract, 2¶ + ingested rage 3round (attack nearest ,if ally 20dc will no atk)

Klozol juice, 5¶ + cast random spell right now (from allowed spells) 20$

Trylceidin, 12¶ , all saves 0 for 5minutes   120$\bottle

Strasys oils, can't move &can't do anything but basic attack, 5minute 25$

Pnusmin oils, all attributes -1, 4¶ on hit, 100$

Hag's leaf, plant oil, 7¶, hallucination DC 18will (see 3d6 monster) 25$

Baleful spore, 5¶, target can't talk 1hr

Haram substance, 6¶ , cause forced abortion.

Succubus sweat, 1d3 int damage, +a disease.

Zuccer fruit extract, 4¶/round 4round or 4min 18$

Application of venom/poison last next 2 battles.

Maximum worn magic rings 2, magic amulets 1, m. belts 1, m. Anklets 1pair

"Magic items" prefix weps

Big - (dice upg, -2 to atk hit,size bigger,+50%weigh) (cost 2x)

Broken, crude, old, rusty, jagged-- get -2-2 to atk (cost ⅛ of price)

Ghostly -- no penalty vs ghosts, +3dm vs

Ghostbusters -- bonus +6vs ghosts, no penalty (no -5take penalty)

Flaming +3 fire to atk (+x, x=enchant)

Melting +6 fire (+x)

Infernal +10fire to atk (+x)

Icy +3ice, +x

Frosted +6ice +x

Freezing +10ice +x

Galvanized +3electr to atk, +x

Stormy +6rlectr +x

Thunderous +10electr +x

Slimy - acid +3 +x

Acidic - acid +7 +x

Toxic - poison +3¶ +x (doesn't stack with coated poison)

Vitriolic - poison +7¶ only (doesn't stack)

Mithazil - +5vs undead and wood, +600$ (&if made of)

Adamant - +10vs undead and demons, +1000$ (&if made of)

Lumberjack (axe) - +5dm vs wood (+x*5)

Sylvan - +3atk hit, 2500$

Deathly - +5death dm +x

Wicked (see weapons pages)

Shadowy (+3dm from flank)

Sawbuck (see weapons pages)

Hellish (+3 vs non demon)

Purist (+3vs aberration +x)

Berserking X (+1+1 reckless)

Mythical (+5vs mythical monster, +x)

Vampiric (+3heal on hit vs non undead)

Strong (+1str)

Foible (+1dex)

Handmade (it's makeshift, if no feat it -2-2)

Return(projectiles,chakram,50-100$)

These can be made by runes/bought in shop for +payment

These can be on +0 items too

~magical pref armor

Spiked -- +2 dm in charge &when charged at u do it

Bladed (boots) -- +5dm kick

Keen (buckler, shield) - +5dm reduct from breathe attacks

Spiked (boots) -- +3dm kick

Spiked (gauntlets) - +3unarmed dmg without weapons

Polished (armor) - +3 escaping grapple

Ancient (armor) - +1ac vs aberration

Spectral (armor) - wearing off destroys the item after 5sec

Spirit (any armour, any weapons) - wear off destroys the item.

Mini (armor, shield) - can be used by small ppl but -1ac (half price)

Climbing (shoe, boots) - +3climb aid

Embossed (armor, shield) - +10hp

Regal (armor) - +2charisma

Shredder (helm) - +2 intimidating

Waterlogged (shoe) - +3swimming

Waterproof (helm) - -4 take drowning dmg (drowning: 4min no air, 10%hp/min lose)

Bone (material) - gain broken condition on taking crit

Unstoppable (shoe) - 50%avoid rooting

Holy (-2from demons, evil/dark dmg)

Unholy (-2from angels,holy dmg)

Volcanic (-4 from fire) (armor, shield)

Frostbitten (-4 from ice) (a,sh)

Grounded (-4 fr electric) (a, sh)

Augmented (-4 fr acid) (a, sh)

Fragile (wep tag, 1crit add broken,2crit destroy)

Resilient (+1constitution)

Broken, jagged, old, rusty, crude (armour, -1 AC given) (half price)

Magic tattoos(50$): ★Wyvern - immune knoc back 1/d

Pattern of mana - restore 1mp, 2/d

Kitten - intimidated -2

Dragon : u fort +1 vs non death

Saturn - u perception +1

Skulls bones - undead do -2 to u

Star - u will +1

Sword - u crits +1dmg

Knife - u flanking +1

Battleaxe - u reckless +1+1

Vixen - +1 to one attribute

★max magic tattoos 4, normal tattoos no limit how much. *u always sell any for 50% cost

*Drugs:

(Knowledge DC 16 after use to understand effects)

Evil weeds, smoke get +2str 1hr, then -2int 1hr

Beethoven oil, +5 entertain for 1hr, 1hr bored then

Gadfly oils, eat, 1d6 damage wis, +3fort 30min

Dark dust, sniff, -6 from undead +4 fr holy\light 1hr

Bakhtiari leaf, eat, all entertainment u see +5 1hr, 1/6 addiction (-2all attributes if no use 5hr)

Ptah paste, chew, jump +6 1hr,then -6 climb 1hr

Sleepy spoolwood, chew, u get sleepy, take 50nonlethal as if combat, 1hr unconscious

Zeitgeist dark ale, booze, +4 non c, -4-4 combat, 4hr

Alvehlasse, drink, +2 dex 1hr, but also -2int 2hr

Angel's caress, drink, -50 boredom, -5cha 4hr

Blu pill, +2int 2hr, +4will 2hr, -4fort 3hr, addict 2/12 (add:use it do 3¶)

Reddish pill, +3cha +3str 1hr, -2int con 2hr

Bloke pill, +5init 1hr, -5will 2hr, addiction 2/12% (addict: +5¶/daily)

Akrosbax pill, +5perc +5focus 1hr, -9lying 2hr

Grumpy Milfoil seeds, eat, get phrenia 1hr, -4 diplo +1 wis 1hr

Regal bindweed, eat, +5heal from poison, 1hr

Twin waybill, chew, +6wis -6con, 1hr, addict 2/12 (addict: if no used -2all)

Bish pill, +5 perc -3int 2hr

Fire hogweed, eat, 1turn Free after death until fall and die, addict 50%, addiction: no use -7fort

Blair cattails, chew, +5 insight 1hr, 2hr -1cha

Herbs Extract, smoke, update hp for 1hr only

Ibis Leafs, mp +2 for 1hr, mp -1 after for 7hr

Poppy Substance, drink tea, -5take 1hr, -5will 1day, resting 1hr restore 3¶ (lasts 2hr), addict 2/12% (addicted: sleep require +1hr to get rested)

Oofasmetta powder, sniff, +5move +3atk hit 1battle, addiction 50%on use, addict: -4str dex if no use

Fatigue hemp, smoke, -4¶ 1hr, then return! ADD 1/6 (5¶ start of day if addicted &no use 5hr)

Surloo tea leaves, chew, immune disease 1hr

Swamp Seeds, eat, 50%evil for 1hr

Blueberry Toothpaste, chew,-7init +7dm atk 1hr

Oroxian grassroots, smoke, +15hp maximum 1hr, then -2con 2hr

Bush gardens seeds, eat, regen +3 1hr, damage dex 1d3 on use.

Bone dust, chew, damage con 1d3, restore one other attribute by 3.

Blofeld flower, smoke, night vision 6yard 3hr, -1perc 2hr during

Pulque, booze, +1 str dex, -1 int wis, 1hr, 2$

Sake, booze, +1 trip grapple, -1movemnt,1hr 1$

Botulinum oil, poison 8¶< damage 1d6 cha

Zombie oils, make person zombie (illusion it), lasts 364 days, cure by magic, will 25work

Sepia substance, eat, person deaf mute 50hrs.

Guac blossoms, chew, -4 crit dm taken 2hr

Grog, drink, +1 non combat 2hr, addict 1/6: -2fo

Ambrosia: cure madness or disease, -67wil 6hr Lilith juice, drink, sleep request just 2hr for upd Golden oil, drink, +6 diplo, -6str 6hr
*drugs cost about 10-100gp in the black market (some may be 1gp) Addiction: roll dice after each use, 1/6 mean rollin one in 1d6 is addicted 2/12 use 2d6 - if roll 1-2 then addicted, etc Prostitution: roll diseases (social standing: 1 6/6, 2 5/6 .. 6 =1/6chance (1d6 roll, if below it then you get a disease..(7-8social are clean)1sp-50gp Gem sizes: rice→pea→cherry→walnut→fist→melon (diamond price: 3gp - 10000gp)

Some diseases:

Borealis ulcers - freq 1day, 1d6 con and wisdom and charisma DM, cure 19dc fort two saves.

Demon syphilis - freq 5hr, 1d3 all stats DM, cure DC 20 con, only one save

Neural paralysis gas: add lesser paralysis but next one is greater, DC avoid fort 30 check, last 6rounds

Withering fever: damage 1 all attributes, hourly, 17fort 2saves(save daily)

Czarina virus: damage 1 wis+int+con, hourly, save 20fort (one save to heal)

Ogre dementia: you can attack/cast VS only one target, will 29 save to heal.

Blood fever: damage 1 all attributes after use any skill, DC cure 27 (daily)

Madness:

Apathy (Lethargy) - initiative fix at -7, perception at 0, will at 1

Amnesia, can't remember something, -3perc

Insomnia, sleep only remove half tiredness, -4initiativ -4perc

Nyctophilia, combat +4+4 at night, non combat +4 at night, day is -4 non combat

Paranoid, ally can't heal you, buffs last -1minute, +3perc -3wisdom

Brainrot , boredom fill 2x faster, -2int

Psychopath, 50%evilness (half your actions must be evil)

Brain dysfunction (Dementia) , 0will 0perc 0init -2focus

Loss of magic, as is

Phrenia, see 2d6 monsters for 5min, each day. and 0perc

Hydrophobic, cant drink but can if asleep.-2fort

Sword phobia, as is +swords do +1dice vs u.

Craziness - you're crazy! -1rep fixed with all NPCs

Alcomania, drunk +2+2, +2non c, -5fort if drunk (drink cup for month=get)

Potion recipes (cringe) :

(recip for 1pot)

Potion of heroism 6000$ (give hero point), recipe: manticore heads 100x, lion hearts 50x, dragon lungs x3, tyrannosaurus tooth.

Potion of fire resisting 900$ (-15fire, 24min) recipes: 50 fire fish and 5fire lizard tails and 1ounce ash from the oven

Fire bottle (kaboom 3d6 3*3) recipe: belly sack of salamander, fire shrooms x50, plant oil 1pint

Potion of spider touch (climb wall, 30min), recipe: 5spider sack, 3arachni heads, 2pint spider venom, giant spider ichor ounce

Potion of ice resistance 700$ (-15ice take, 0weather, 30min) , recipe: yeti brain 10lb, ice wolf liver, winter wolf eyes x20

Potion of bravery 2500$ (+18reck, take -15, 2hour) recipe: ounce of gryphon,dragon,wyvern, kraken blood, six manticore hearts, 100 lion kidneys, 1cobra venom pint

Potion of poison immune 560$ (immune 1hr), recipe: 6 basilisk heads, 56snske fangs, 2 viper skins, ounce of potash

Potion of water lungs 230$(make 5) (water breath 1hr), recipe: 50fish, 45salted fish, 1ounce water, 1ounce fish oil.

Potion of speed, 350$ (can move +10, attacks +1 each other round) recipe: 33ounce salt, 20lb of snow, 3 snowman carrots, 5 ice wolf tongue.

Potion of armor +3 450$(20min +3ac), recipe: 50 turtle shell, 13 clams, 33lb iron, 1ounce fish oil

Potion of swimming (5) 150$ (swim +23, spd swim +9), recipe: 5piranha 4sea nymph livers, 10 mermaid eyes, 5sea goblin ounce blood.

Potion of iron fists 434$ (illegal, +7+7una 1hr), recipe; 33orc fists, 22 gremlin brain, 10 lion paws.

Potion of heal lesser wounds (5) 2gp/each (see text) , recipe: 26 harpy wings, 12 bear hearts

Potion of medium wounds heal (5) 12/ea (see text), recipe: 10 bull kidney, 5 ogre heads, 5 skull of skeletons

Potion of serious wounds heal (3) 50/ea (see text), recipe: gallon giant blood, 10x werewolf heads, 10ounce vampire ashes, 1pint of whisky

Potion of deadly wounds heal (2) 250/ea (see text), recipe: tarragon beast heart, wyvern liver 5x, draconian heads x10, great lion heart x5

Potion of lesser magic (2) 100$ (restore 1d3+1mp) , recipe: 5 wizard skull, 6 winged eyes, 5ounce mummy dust, 40ounce demon blood, 1gremlin bone

Potion of greater magic (2) 500$ (restore 2d6+3mp), recipe: dragon skull,

Mahler plant extract ounce, 1pint moonshine, 10x mimic remains, 13ounce aberration ashes cremated

Potion of invisibility 5000$ (last 2hr, affect all), recipe: 8eyes of beholder, 40 faeries wings, 10 night man head, 25 nightmare heads, 5alp wings

Potion of telekinesis 50$ (5yard far away, 20min), recipe: 3brownie hair 2gnome fingers, 1ginger ounce, 1kikimora head

Potion telekinesis II 250$ (25yard away, 10min), recipe: 10 flying pig heads, 5 ounce of evildoers blood, 6fingers from known thief..

Potion of alchemy (4) 50$(turn gold into silver), recipe: 5x Kappa heart, 10x deer horns, 100x rat skins

Potion of telepathy 150$ (telepathy 45yrd 4hr), recipe: anbokrok shell x2, 1dragon brain, 12x poltergeist ectoplasm, 10ounce unicorn blood

Potion telepathy II 290$ (telepathy 125yrd 3hr), recipe: beholder skin x2, 12ounce alicorn blood, 5ounce warg brain, 15x demon bone

Potion of MD 450$ (bullets, volley &arrow magic can't hurt u, 1hr), recipe: 5arrowhead, 50x turtle shell, 10x cockatrice eyes, 5lb hair of leshy

Potion of tiny size 500$ (u tiny size 1hr), recipe: 5faerie dead, 5gnome beards, 10 dwarf eyes, 15 red ants 50x rats tails

Potion of large size 1500$ (2hr large size), recipe: 5 giant hearts, 15 ogre bones, 10 Minotaur horns, 100x great lion livers

Potion of zeal 2000$ (u can cast twice, 2min), recipe: 66 skull of kobold, 10 liver of fanatics, 15 golem heads, 50 cut off tattoos on skin, ounce of Medusa's blood.

Dragon potion 19k$ (becom adult dragon for 1hr) recipe: 5dragon heads, 5 rakshasa hearts, 17 dragon scales, 1 tarragon beast eye, 1 eye of Medusa, 1 eye of kraken..

Oil of +1 enchant, 250$ (make a +0 non magical item be +1), recipe: 50 diamonds (any), 1 eye of gargoyle, 6 teeth of leprechaun, 2ounce anaconda blood, 4 Minotaur horns.

Oil of +2 enchant, 400$ (make +0 non magical item be +2), recipe: 70 sapphires (any size), 14 goblin berserker teeth, 12 eyes of beholder, 7 Boogeymen heads, 1alp head

Oil of +3 enchant, 550$ (make a +0 non magic item be +3), recipe: 50lb mummy dust, 30 rubies (any), 5 monkey lion fingers, 66 treant bark, 6 mermaid tails, 10 anathema heads

Alchemist jars (throw it, it cause effect on hit, area effect)

Alchemist jar of roots 50$ (throw, cause great roots effect in the field), recipe: Kikimora hair 50lb, 4lb treant bark, jack o lantern 1x, leshy eyes 6x.

Alchemist jar of hellfire 150$ (cause hellfire effect on 4*4*4 area, throw), recipe: 23 Cerberus teeth, 10 lesser demon fingers, Cacoedemon tongue 1x, 35lb doom bringer flesh.

Alchemist jar of stoning 250$ (cause petrify 3*3*3 area, throw), recipe: 5 gargoyle wings, 4 kamikaze bug extract, 11 Medusa snake hairs, 25 shabti fragments

Alchemist jar of poison 125$ (poison 7*7*7, 6d6 poison and¶), recipe: 7 Mahler plant extract ounces, tablespoon of kraken blood, tablespoon of zombie blood, ghoul blood ounce, 3 Bhopal plant stalks.

Alchemist jar of eldritch rotting 100$ (6*6*6, apply 36¶ exhaust), recipe: 2 void dragon hearts, 3 Boogeymen heads, 10 dark scorpion tails, 20lb mummy dust, 6 dead winged eyes.

Alchemist jar of deathly cold 230$ (5*5*5 do 8d6 death), recipe: 5lb mummy dust, 5 zombie hearts, 5lb vampire ashes, 5ghoul teeth, 6 anathema eyes.

Alchemist jar of oil 50$ (12*12 floor coat oil, walk =slip DC 15dex, fire= fire floor 3d6, 5minute fire, 25min oil), recipe: 5lb slime from slime monster, 6 ounce of fish oil, 16lb plant oil, 10 mandrake.

Potion of genocide 100k$ (do 100d6 to drinker), recipe: 4 ounce of desert humans blood, 6ounce of desert human ashes, 100lion tails, 9dragon eyes

Oil of purity 56$ (apply to skin to cure 3all attributes damage, 5 uses), recipe: ounce sea human blood, ounce gold fish blood(monster), 5 diamond, 5 ounces of mermaid brain, 3 ounces of angel blood

Business social levels:

Businesses have social standings too.

Shops have less wares in them: poorest has 4, richest 200types+

Poor business may have worse price or overpriced stuff (or sell from basket)

Poor orphanage may have ignorant supervisor, richest orphanage may have school and good clothes &good food. &knight hire from these..

Poor countries or schoolz may have less precious metals/education etc

And so on. Poorest pub is dirty and unkempt. Rich is clean.

Food 1lv: bread, common drinks, rat kebabs	Food 2lv: soup, cool drinks, stew, porridge	Food 3lv: lavish food, rare food, pies, cakes	Food 4lv: very extraordinary, cooking roll 40?

IX 9. God's and Planes (&bless/curses)

Planes:

Heaven (hunger 0,sleep 0, angels and some half angels live here, and apis, and some gods and demigods, and as afterlife for some pious)

Elysium (hunger doesn't apply, planes and hills mountain full of castles fight and playful chaos)

Empyrean (lawful lands and no hunger, free booze, crime severely punished.)

Void (it very far away, Cthulhu living in)

Pandemonium (devils and fiends live in it, rather peaceful bcoz they can open portal and trade specimens for torture with other planes, cobblestone walls and castles, dead lands, has iron city - more like metropolis)

Abyss (wastes 500mile², here live monster and who got into this plane from dying special style, hunger doesn't apply,kill 6 abyss horrors to return to your mainland, die= go to hellish realm/or afterlife, horrors: tormenter, torturer, abyssal destroyer, dreaded, specter)

Darkland (dark monster plane, it eternal dusk, half dungeon half caverns half wasteland)

Flamelands (fire monster and animals plane, it's hot here, eternal fire burn some desert fields, some prairies)

Icelands (ice, glacier lands, ice monster and animals, cold weather, infinite winter,etc)

Stormlands (as is, infinite thunderstorm, sometimes no)

Naraka (chaotic evil, torture, afterlife for some evildoers/cultists)

Valhalla (chaotic good, neutral, lands of kingdoms and warriors that live in, heroes)

Seven Hell's (hell, it divided into several layers)

Wildlands (beasts, half beasts, animals, dinosaur, fauna, infinite forests jungle beaches)

Sealands (Zealand's, infinite beach, ships, fish, water world, island very small or very rare)

Underworld (here live some gods, some undead, sky dark magenta, rocky foothills)

Olympia mountains (very half plane, u can access it by normal world, in it live few demigods and notable heroes who could be Minotaur too, they make tournaments too.)

Bleaklands (wastes and ash deserts, Ashland, devoid of life and only have nightmares and aberration live in, rare fortresses with treasure, sky is red)

Spellland (current world name)

Titanland (here live Titans, they love tartar sauce)

Perthlands (acid lands, full of acid pools and rivers, monster acid, glass castles)

Bloodlands (live only blood monster, vampire, ghouls, undead, vampire giants)

Nirvana (peaceful place where u can't attack -20-30 to any attack, filled with all animals and species, some can go here in afterlife)

Aeons (neutral place full of magic creatures &elemental animals/monsters)

Gods/deities.

†demigod can be any type (any concept) (some deity have altars/shrines)

2/7/12 kills of monster +2lv than u = raise Bonus from 0 to 1/2/3

(Some God raise by other stuff like deeds) (kill God to remove all bonuses)

`~ God's/religion..

*Molox -- Fire, death, sacrifice, infertility

Worshipped by mormol (Mormon) and dwarfs

Symbol: star 18ends, object: stone,animal: calf

1 bonus: sacrifice living person in fire for 70sp

2bonus: cast fireball 1/hr

3b: sacrifice 1000 humanoid to become lesser king of demons, sacrifice 3332 to become king of demons. (Lesser get 100(army),king: legion)

*Gilgamesh -- Contest, heroism, hills, efforts

Worshipped by ppl in need of hero &half orcs

Symbol: hand crab, object: tree, animal: lion

1b: throw Boulder/midget 20yard away 6d6dm

2 b; +10dm vs giant and monsters, 1per day raise all attributes by 2 for an hour.

3b: scare demon DC 26, 1/d

*Lilitu -- Deception, Lust, Demons, Night

Conniving ppl, night hags, witches, females

Symbol: 2snakes, object: branch, animal: bird

1b: +4 lying and insight

2b; turn into lamia(5lv) beautiful for 1hr/day

3: control any chain, command 10yard range.

*Gog -- Fury, Atrocities, Devastation, Greed

Evil God is two faced. Horned.

Symbol: 3skulls in circle, object: arming sword, animal: goblin

1b: +1+1 in combat, +1+1mag

2b: turn target into berserker to attack nearest person 5min, 1/b, will DC 17

3: ray of devastation 10d6, 500yard 1*1*1, 1/d

*Magog -- Altruistic, Cannibal, Goodness, Hope

Half evil God is two faced. Winged.

Symbol: 3 cups in triangle, object: shield, animal: kobold

1: turn corps into edible porridge, 1/d

2b: give target hope, +5will 2hr, recheck all will saves, 1/day

3: create blood servant from 60lb of blood and bones, 10day live.

*Iskander -- War, Vanity, Munity, Conquer

Folk hero in the folkloric epic stories

By war chiefs, generals, kings, warriors

Symbol: spear flag,object: scimitar, animal: horse

1b: jump from horse = +5yard aid

2b: +6diplo if surrounded at least by ten any ppl, +6taming vs horses

3b: thunderbolts 7d6 6enemie 133yard, 1/d (double DM if u target swarm/army/etc twice)

★Svarog -- Sky, Sky Fire, Blacksmith, Weather

By villagers and Druids, by blacksmith dwarves

Symbol: hammer in square, object: Pitchfork, animal: eagle

1b: immune hot weather

2: 1d6fire to unarmed attack

3: give u "+1" item, 1/year

★Volosw -- Nature,Water,Livestock, Underworld

By cults and hermits, wizards from countryside

Symbol: dragon, object: oak acorn,animal: bear

1b: feed bear to get +1all attributes for a week

2: regrow ur hair 1/year

3b: teleport object to ur hands, 14yard, 1/day

★Pierun-- Storms, Law, Winds, Wrath

By evildoers and by superstitious barbarians, And by Druids

Symbol: three lightning, object: spear, animal: hawk/snake

1b: +3 against curse and disease at u

2: slaying enemy make 2d6rlec DM to enemies in 4yard nearby (all enemy)

3: get a thunderclap stone 1/month (6d6 on impact at 6yard, stun DC 17)

★Baldr --Fight, Booze, Celebrating, Heroes

By bards, drunkards, heroes, nobles

Symbol: sword tankard, object: mistletoe, animal: goose

1b: +2eff of songs, +1cha

2: homing arrow 1/battle (always hits)

3: +5hero point effect

★Freyja -- Love, Fertilizer, War, Beauty, Magic

By monks female, and other old matrons

Symbol: 2wheels , object: wheel, animal: cat

1: feathers fall 2/d

2: drinking mead +2heal -2¶ -bledd (max 5/day)

3: ur offspring born with good look (luck)

★Vor -- Trickery, Thievery, Dark, Escape

By any who is immoral

Symbol: raven, object: rondel, animal: crow

1: telekinesis potion effect, 1/week

2: +5 non combat 2 per day

3: teleport 1yard, 1/d

★Bala -- Insects, Demons, Monsters, Snail

By monsters/lunatics

Symbol: fire and skull, object: pot, animal: locust

1: burn someone for 2d6, 5yard

2: call swarm of locust, 1/d (0-1lvl)

3: turn into huge frog, 1hr/week (can specify time)

*Jin Shen -- Sea, Springs, Ranged, Hunting

By some hunters &some water monsters

Symbol: devilfish, object: net, animal: mackerel

1: swim 500yard in one minute, 1/d

2: turn water aside,12yard way upto 400yrd,1/d

3: your ranged +3+3

*Wen Xena -- Plague, Death, Poverty, Ruin

By zealous idiots and demons, gravediggers

Symbol: 5 stars eyes, object: blowgun, rat

1: turn unanimate skeleton into 1gold coin, 2/day

2: plague disease someone, 10range, 1d6-1 DM all attributes, 2save to safe, 20fort DC daily

3: turn dead into your servant, max 1, 1/week

*Baal -- Death, Sacrifice, Underworld, Demon

By fanatics and evil people, by non demons

Symbol: ram, object: wicked sword, bull

1: kills give you 1silver into ur pocket, if small+

2: upon your killer you curse -3ac for 33days

3: create 7¶ poison from pile of dung, 1bottle/d

★Tork Ngegh -- Heroism, Stupidity,Bravery, War

By sailors and folk hero and folk scoundrels

Symbol: boulder fall into ship, rocks, leviathan

1: ur rocks do +1 dice (melee, thrown, ranged)

2: get wings, fly speed 13, 10min, 1/d

3: you can ignore one fear per day

*Ormazd -- Peace, War, Fire, Seashore

By Lunatics, fanatic, monks, ascetic, Pope

Symbol: sea monsters, object: kukri, animal: vulture

1: +2int +2wis, +2cha -1dex -1str -1con, if drunk

2: call yazata (8lv) to protect u 10min 1/d

3: sacrifice a dying wolf to get a silver egg, 1/w

*Sunna -- Sacrifice, Asceticism, Peace, Sloth, Purity

By monks, ascetic, dervish, poor folk, cozy

Symbol: wheel and chain, blackjack, gazpacho

1: don't drink booze for month to get 2silv , 1/month

2: don't eat meat or milk for month to get +1all attribute and saves, 1/month

3: don't kill lethal, to deal +5non lethal DM alwy

*Rama -- Hunt, conquest, Forest, Desert

By dervish, monks

Symbol: bow and 7arrow, bow, animal tiger

1: live in squalor conditions - +3+3 combat

2: vs rivals +5dm (who offend u or intimidate)

3: sacrifice 1gem to get 100loaf of bread...

★Evil God ™ -- Death, Poverty, Chaos, Sins

By nobles, evil monks (he was created to blame all on him)

Symbol: 6goat skulls, katar, animal: evil snakes

1: if u burn acre of forest, +1silver coin

2: if u poison some nobles, +1gold coin

3: if u kill peaceful animal, +5bottle of wine

*Bloody Geb -- Blood, Sacrifice, Egoism, Gold

By greedy and by poor, traitors

Symbol: pyramid on a pyramid, arrow, elephant

1: kill the 13 poor people for 3silver coin

2: sacrifice/betray your friend for "+1" mag item after u sleep (1/week)

3: you +3 to natural roll non combat , 1/d

*Agni -- Sun, Holiness, Fire, Light, Future

By dervish and poor

Symbol: sun, flamberge, animal fire wolf/fox

1: if u lived 30 years in poverty u can pick feats from "fire" Category and spell cast too If wiz.

2: u can smite undead (6d6holy), 2/day

3: u can't be ambushed while you sleep (no bonuses) , -5fire DM take

*Astarte -- Fate, Fertility, Songs, Life

By any, monks female too

Symbol: stars and hourglass, chakram, griffon

1: cure yours curse, 1/d

2: cure you/friend disease, 1/w

3: heal you by 30hp, free action, 1/hr

*Ishtar -- Magic, Treasure, Treachery, Hills

By ppl who fascinates in magic &fanatic

Symbol: four crescents, dual glaive, hippos

1: +3mag DM u do

2: +10 deception

3: cast one magic from wizard list, 1/d

*Dagon -- Dragons, Madness, Chthonic, Evil

By rare cultists

Symbol: hieroglyphs, wep: fishing rod, object: dinosaur

1: turnover corpse into living friend lesser demon. Max 3

2: charm dinosaur 1/d 1max

3: charm baby/young dragon, 1max at time

★Vakh -- Booze, Party, Entertainment, Brawl

By drunks and some nobles who got barrel of whiskey

Symbol: tankard with face, tankard, satyr

1: if u drunk , your song +2eff (bards), +2cha if you drunk

2: canalize (confusion mass, 12*12yard, your friends don't affect, 3min, 1/d)

3: your tankard do same DM, as knuckleduster+8.. &count as unarmed

*Derektar -- Chaos, Law, Vigilance, Gallantry

By fanatics, some bravado, some bulwark

Symbol: noose, spiked chain, winter bear

1: you kill dark colored people u get +1gp

2: when join its sect u get +20sp for free items given by the sect, weekly

3: grappling +3, climb+2, +6dm vs prone/dwarf

★Zus -- Thunder, Magic, Miracle, Power

By anyone

Symbol: Trident spear, spear, raven

1: lightning bolt 4d6, 33range, 2/day

2: do +20vs giants, ogres

3: receive magic prefix item, 1/year after kill dragon

*Traktal'sysk -- Mantis, Punishment, Murder

By assassins, rogue, monks ninja

Symbol: serrated crescent, kusari, mantis

1: +4stealth +2knowledg (all)

2: you do +1¶ by poison, u do +6with garotte

3: jag blade into wall =+2yard jumping/hold aid

★Barbarossa -- Demons, War, Law, Evil

By demons, it is arch demon female

Symbol: six knives togethrer point and six eyes, knife, kraken

1: when ur arm cutoff, new one spring out. Unless ur head cutoff

2: u can do two attacks this round, next round no attacks but still can move (quic atk still can)

3: after death u kaboom 6d6fire 6yard!

*Desnica -- Sky, Light, Power, Lightning, Purity

By monks peaceful, female monks

Symbol: sun and moon, dual sword, hedgehog

1: u immune to holy DM

2: u can fly 5min per day, 10speed

3: u can cast storm shield on urself, anytime

*Aliyah -- Sky, Ritual, Law, Slavery

By monks, some sects, some dervish cults

Symbol: ten keys, manacles, halfling

1: ur locks +2dc harder open

2: ur intimidate against O. G. +3 (Opposite Gender)

3: every week sacrifice 1gallon wine to get +5 non combat

*Blorgo -- Demon, Greed, Treasure, Guns

By demons, devils rarely, it arch devil, bandit

Symbol: coins in red, bullwhip, garbunkl bunny

Ritual: get direction of closest treasure vault

1: lock pick +5, pickpocket +3, guns +1dm

2: when u hide gold, other can't find it

3: u can turn all enemy teeth into 1gold coin. (Remove them)

★Varanasi -- Wind, Fire, Thunder, Water, Hope, Earth, Desert

By dervish, monks (N)

Symbol: three eagles heads, partisan, roc

1: charge now 3x range (3x your norm speed)

2: you can make mourn to get not hungry, 1/d

3: jumping at monsters huge, do +1attak free, 1/b

*Drahma -- Neutral, Reborn, Stone, Money

By any

Symbol: rooster, hooked staff, rooster

1: you tripping +2easier, if die u be kestrel until u revived (you into kestrel until, can talk)

2: grab someone (with yourself) while by the rope swing. One, for free

3: dumb, you can give money to shop to upgrade shop by 1social lvl, or give it to someone to open shop. 50g-250g

*Vedas -- Mountain, Nature, Order, Chaos

By dervish, sects, monks

Symbol: tree and snake, billhook, anaconda

1: ac +1, +1fort

2: can pole jump (on pole) without touching earth by legs

3: touch of chaos 1per day (1d6, 1=fire 6d6, 2ice, 3electrex, 4acid, 5poison, 6petrify 1hr)

*Anacostia -- Healing, Hills, Mountain, Wealth

By monks, cleric, crippled, criminal gangs

Symbol: star in circle in pentagram, brass knuckles, golden trout

1: heals +5 (from any source, on u &yours)

2: teach someone 5hr to receive 1gold coin

3: call 3 holy wolves for 3min, 1/d

*Zoggoth -- Pacts, Sea, Mountain, Depths

By anbokrok, mermaid evil, evil nymph

Symbol: spiked star, anchor(3d6,crit non l), shark

1: mind control 1lv person/monster, 1max, will 19

2: get 1 free pet, any upto 7lvl (even monsters)

3: target get panic III until leaving u alone, 1/d

*Kobloc -- Kobold, Contracts, Contraptions

By kobold , goblin, communists

Symbol: 3tails, cat on nine tails, salamander

1: crits +4dm

2: dex+4 when below 50%hp

3: jobs +34 first job in the day

★Bear mother -- Bears, Nature, Animals, Fury

By tribes, Druids, warriors, primitives

Symbol: bear Paw/maw, unarmed, bears

1: +2ac if u did feed bear 1gallon of food today

2: +1+1 unarmed, you can buy pet bear for 60g

3: when hit by swarm+, -5taken DM from weapons.

*Svinina -- Animals, Orcs, Pig orcs, Beer

By orcs, pig orcs, drunks, fighters, ogres

Symbol: barrel with legs, nail club, winged pig

1: you can pick cannon fodder feat, +1str +1con

2: once per day cause yourself relief -18¶.

3: your drunk shots/strikes count as wicked!

*Circea -- Magic, Sea, Ships, Exotic Monsters

By any, primitive, nobles

Symbol: cyclop head, wand, chimera

1; +5int for one hour, 1/d (can)

2: +5cha for one hour 1/d (can bypass max)

3: you can mend the ship by 60healing, 1/hr

★Bozo -- Circuses, Bread, Butter, Madness

By clowns, ballerina, bards, fools, entertainers

Symbol: jester hat with triangle, whip, rabbit

1: turn into pigeon, 10min, 10/day

2: u feather fall if currently falling, 2/d

3: u can throw +1 more items per round, non lethal it.

*Cavalzet -- Devils, Dungeon, Madness, Goblins

By goblin, demon, Minotaur, it is arch devil

Ritual benefits: find locations of people

Symbol: jaw with teeth, oars, roper

1: you light armour or no armor? +2ac

2: +2dm vs medium armor enemy and below, +1int

3: you insight +15, first one in every day. +1str

★Horoshzm -- Fiends, Underworld, Torture, Aid

By fanatics, madman, few nobles, goblin

Symbol: spiked floor, spiked gauntlet,night man

1: aiding torture +2eff (to dice)

2: by jump aid you can throw ppl away by. Atk. 2/b

3: can have one servant dhampir, 1max, /2 u lvl

*Gazan -- Genocide, General, Beasts, Aberration

By monks, dervish, demons

Symbol: scythe, Cannonball, Vyhuhol

1: you scythe has area effect all cq enemy hurt

2: make urself demon ichor tattoo, to gain +1all attribute (3max)

3: kill 100 of one kind, to get +20max health, max +100

★Bogotrog -- Rage, Berserk, Anti magic, Raids

By monks, berserk, drunk dwarves, ogres, raiders

Symbol: burning tree, battleaxe, bizarre beast

1: u attack burn 1mp, can't cast (even scroll, staff, rod)

2: u can do area attack cq, 1/battle

3: reckless +3 effect, +3fort vs poison effects

*Mudos Thalamus -- Hierarchy, Power, Wealth

By cultists, minorities, kobold, stone master

Symbol: four swords in a skull, rapier, alligator

1: u flanking+2(even without feat)

2: you can sacrifice 10sp to get 1sp each month, max +100

3: black bile - do 3d6 to target and bleed him same, 1/d (bleed last 3rounds/minutes)

*Cloak of darkness -- Trickery, Roguery, Chaos

By rogues, thugs, goblin, gnomes

Symbol: rat and cat, shanks, manul

1: +1+1 with small weapons

2: every kill of powerful target get +50copper (2-3lv above u)

3: hide in a bag (any size), 1/day, 5min

★Svitolina -- Holiness, Holiday, Party, Tradition

By female and drunkard, exotic warriors

Symbol: cup and rat, battle Bo, monkey bird

1: +3 vs undead and devils

2: allies +1 dex, allies+1 perc

3: allies +1ac,allies +1move if u made entertain

*Tammuz -- Agriculture, Earth, Fertility, Cattle

By farmers and monk, dwarfs, dark cave elf

Symbol: plough by demon, war hoe, goat

1: kill swarm of vermin to receive loaf of bread

2: you +5fort on first death check in every day

3: earth punch (+5dm) u can use unarmed

★Luciferia -- Devils, Sins, Sons, Killing, Sacrifice

By fanatics and Lunatics, monks, female she is

Ritual for: sacrifice your eye to get +4one attrib

Symbol: triple cross, tekko Kagame, dragon

1: ritual sacrifice offspring to get +56gold

2: kill someone get +6ac for 10minutes

3: cast death fusillade 2/d

*Vishnya -- Anger, Wrath, Solitude, Warrior

By warrior, dervish, desert cults, monks

Symbol: two spear in lion, halberd, chimera

1: touch of cholera (target -5all save 6min) 3/d

2: crit give u free unarmed attack, 2/round max

3: waste your one attack to spin and throw enemy 6yard. Lrg max (20str= Huge Max)

★Zaramgyszra -- Darkness, Chaos, Nihilism

By ascetic, monks, fanatics

Symbol: sun and axe, padded gloves, Cthulhu

1: -1ac all enemy

2: magic cage (4lv stats) 1/hr

3: +3str int if u have been rejected in this year

*Sakai -- Order, Law, Hills, Sea, Mountain, Sky

By monks ninja &by monks female and guards

Symbol: hooked swords, tonfa, giant turtle

1: +5dm vs flying creatures

2: do +1dice with non lethal

3: unconscious enemy drop weapons and shields on the floor

*Lunara -- Moon, Night, Inevitable, Shine

By monks and Pope, &folks

Symbol: opposite crescents)(, chakram, Boogeymen

1: +3non combat at night, -2at day

2: u can get +13stealth at night, 1/night

3: call fairy 10min, 1/night,, chakram always return back to you

★Tezcatlipoca -- Night, Hurricane,Dark, Conflict

By monks, desert ppl

Symbol: nighthawk in circle, macuahuitl, jaguar

1: invisible 1min 1/d

2: get ur self nose ring to be +2reckles

3: sacrific 5hp 5¶ in battle,to get +1to dices atk dmg

*Skadi -- Winter, Mountain, Hunting, Neutrality

By ppl living in North, by tribes in cold weather

Symbol: eye over mountain, scourge, winter wolf

1: winter ball 2/d

2: -10fr ice , can add +3ice to arrows/bolts

3: u can get ice feats,and u can get one free ice feat

★Monsoon -- Order, Ritual, Tradition, Death

By sects, monks, cults, communists

Symbol: 8 stars, Morningstar, digga

1: can throw two spear at once, 1/b

2: can work/walk 5hr no tired

3: can get arranged marriage, 1/year

*Odinga -- Life, Death, War, Laws, Ships

By monks in North, warriors raiders, orcs raid

Symbol: 5hooks 3fishes, harpoon, killer whale

1: aboard u no penalty for sea illness

2; jump from ship +3yard, from rooftop +2yard

3: break enemy ship to receive 10sp

*Satanica -- Demon, Rites, Degeneracy, Flesh

By cults, fanatics and monks (fem arch demon)

Symbol: six scythe, barb whip, succubus

1: damnation , create abyss monster 1min, 1/d

2: kill angel - get 56gold

3: on death u became thinking swarm of hair and skin zombies. 1/week, revive req 26dc will

★Phobos -- Deaths, Fear, Undead, Burial

By gravedigger, by cults, by fanatics lunatics

Symbol: skeleton hand and key, shovel, skeleton crew

1: scare undead, 2/d

2: call illusion of army skeleton warriors, 23dc Illusion, 15min, 2/week

3: give cancer, it can cure only miracle, 1/year, cq (cancer=half max hp)

*Adad -- Thunderstorm, Wind, Lightning, Rain

By cults fanatics, monks

Symbol: thundercloud, hammer axe, bull

1: ur hammer attacks +5electr DM &knock back 4yard at your will

2: arrow can do +2d6 lightning &pierce! 7/d

3: u have +3swim yard, and +3moves in the rain

★Chmol -- Aberration, Abyss, Wreckage, Devils

By any culture, mostly fanatic (arch devil,50hands)

Symbol: three monster hands, bladed mace, dire elephant

1: disable contraption/trap +8, lock pick +10

2: first reload is free &instant (in each battle)

3: do 10d6 to building or object, 1/d

*Mrmsut -- Drugs, Happiness, Lethargy, Thieves

By junkies and monks who drunk wrong stuff

Symbol: parrot in circle of knife, triple flail, kaka-taka

1: u turn invisible 1min, 1/hr

2: +6 ambush hit/dmg bonus

3; double speed during ambush and +8pickpok

*Mgembe -- Island, Feral, Ferocity, Survival

By monk and tribes in island

Symbol: Sabre tooth, sawbuck weps, smilodon

1: do survival/deceit task instantly, 3/d

2: you do +5 DM by attacks on first round in every battle

3: get primal knowledge (+30bonus to 1know use) 1/d

★Haya Chupa - Protection, Animals, Combat

By fanatic, tribes primitive (ancient God)

Symbol: jackals on spear, boar spear, Chupa cabra

1: you can make one free attack while pole jumping, can pole jump with any pole/spear.

2: now u can aid/pole jump by near tree (+2aid)

3: kill ten beasts - get a free healing potion (1lv)

‡Expria Nymia -- Shadow, Slow Death, Acid

By monks, underground ppl (half demigod fem)

Symbol: thorns around toes, spear dart, shadow dog (she was tortured,witch)

1: call shadow dog, 1hr, 1/d

2: add 3acid DM to hit, it add it next 3round also, 1/hr

3: step 6yards towards shadow, instant, 1/hr

*Mammoncita -- Gold, Greed, Control, Wealth

By poor, rich, nobles, charlatans (4 mammal tit)

Symbol: golden eggs, holy water, golem

1: your unsolved lie give u +1gold coin (1/d)

2: feign dead after being hit, 2minute, 1/hr

3: bribe someone by 100gold, +13diplo with.

*Ischech -- Piracy, Slavery, Spying, Livestock

By monk, Pope, cleric, pirates, lunatics

Symbol: gun and sabre, falchion, parrot

1: +10animal love, and slave count as animals

2: ur diplomatic +5 vs chaotic

3: kill Kings to get 79 guria aftr u sleep (for 1hr)

★Harwarg -- Wolves, Freedom, Peace, Chaos

By Wolfman, tribes

Symbol: moon and fang, great club, warg

1: +1+1 combat &+1non c, at night

2: call 10 wolves, 1hr, 1/month

3: regeneration 18/round 12minute, 1/d

*Tkrotal-ik -- Nature, Pestilence, Death, Chthonic

By monk, aberrant, some dragon

Symbol: beetle in star, kanobo, naga

1: u cause self and enemy have same disease (any), 1/hr

2: call 5 lamia, 5min, 1/d

3; poison gas 100*100, 5¶\round, 5min/rounds, 1/d

*Chikotl -- Sky, Animals, Hunt, Winter, Summer

By tribe, monk, primitive

Symbol: 5 cats, khopesh, seal

1: u one armor count as +1, choose

2: u one weapon do +1dice, choose

3: call sabre tooth tiger, 10minute, 1/d

★Pos -- Seas, Treasure, Travel, Deserts

By dervish, pirate

Symbol: ship monster, cannon, killer whale

1: sacrifice 20g to get treasure map, 1/week

2: swim +7, fishing +5

3: get one pet bird or sea creature, upto lv 9.

*Abraxas -- Void, End times, Chaos, Turmoil

By fanatic, monk, lunatic, Pope

Symbol: man with fishtail and horns, object: katar, animal: eel

1: kill 365 people to get 1 precious gem (eyeball sized)

2: 1/d, sacrifice 20¶ ur blood to gain servant goat demon for today

3: predict your death, success against death, 1/week.

★Eleleth -- Aeons, Starlight, Guardianship, Galaxy

By monk, nun, fanatics

Symbol: four arrows, object: falcata, being: lourerai

1: get a pet, Max 1, maximum level 10, non humanoid

2: throwing melee weapons return back to you. 2/battle

3: turn night into day, only inside 1mile² radius, 2hr, 1/d

★rituals for devils can be done by sacrifices★ *using skills too much then -1lv God*

You can pray to your gods, it may give you help. (GM decision)

You start at lvl 0 of God piety(ability)

Doing something against your God values - punishment (if big deal)

Blessings/buffs:

(can buy in church/cults/some shrine, cost 50-100gp, can as reward)

Blessing of war (next 2 battles crits +1often)

Crux of the warrior (+3+3 combat, 3day)

Miracle of resilience (take -10, 1day)

Aura of faultless power (first save u succeed/each battle, next 6 battles or 6day whichever)

Vow of camouflage (+6sneak, double in forest)

Seal of Titanic bravery (fear don't work 7days)

Secrets of devotion (God's +1 point per kill)

Pledge of agility (+2dex, +2all skill related dex)

Aura of the bear (NPCs fear u, DC 16 will, auto)

Symbol of prime slaying (+10dm, 10hr)

Word of soul mending (7day you heal soul, do it seven times to cure lineage curse) 100g

Curse of chains (you do +5with chains but only can use chains)

Token of grand kings (+2all attributes, 1week)

Mantra of renewal (-4deatj DM take, +4regen, 48hr)

*all buff single target unless states otherwise

Word of sunlight (u emitting light aura 6yard, 3days)

Seed of assassinations (+3¶ poison DM, +2bl, 2days)

Seed of alterations (can't fertilize during, 6day)

Seal of power (curse, can't cast magic/scroll, 3day)

Curses:

(any can be cursed on lineage)

Curse of flies (all bugs gather around u, -5cha)

Curse of bones (all skeletons crawl after you,-5rep auto)

Curse of ears/horns (you have animal ears or any horns, even metal)

Curse of Misery (everyday you lose 1sp, even if put it somewhere)

Curse of Harpy (you can't have restore more than 1(&1¶) by eating)

Curse of fire (when you hit by fire take +1dice)

Ancient curse (chthonic beings target you)

Curse of hairs (lesser, you either bald or very hairy and hair growth fast)

Curse of ages (you can't age, but can die old age)

Curse of unlucky (you be hurt firstly in battle, unless u far away from enemy)

Angel curse (you have inactive wings, greasy and white feathers, can't fly)

Devil curse (every NPCs see u as devil)

Curse of fatness (you too fat)

Curse of blindness (as is)

Curse of tail (you have some tail, decorative.)

Curse of defects (defects on skin, like leprosy)

Curse of mortality (+10 take from swords/arrows)

Reputation mechanics: you can add the reputation management, it is defined in +1/-1, for example, your party kill 5 good people now rep -6.

It affects all talking by this amount. But may give it limits.

So +5 affect NPCs in beneficial way, -5 you be harder to lie/convince/hire..

So the more u in city the bigger/lower reputation &easier/harder to get by.

10. GM guide/advice (&options)

1 roll some sheet; ask players before game what stuff they dislike (optional, but somebody may fear giant spiders drop on them at the start location)

Improvise some, even if it comes as cringe

Starting from lvl 1 is advised, unless your campaign is hard.

2 treat game like game, but also like life.

Even if this arcade, you may/may not give them gold bcuz it overpowers their PC (power creep)

Unless ur plans for the monster is "ten levels above players so they need dps (damage/sec)"

3 campaign could start with other lvl of players, like not 1 but 5, but this changes balance too.

Bcuz technically lv10 ppl with +5weps can defeat even 13+lv monsters

If campaign go too fast, then slow it down or make non combat event.

4 don't overdose on power, others can collaborate too (if they can), more like - rather overdose on details.

U can calculate PC level &make more enemies

5 entertain others (or u can pearl clutch and antagonize and make hurdles)

6 play NPCs by yourself, but maybe check what ppl dislike to avoid it, u can create villains or helpful adventurers what follow ur ppl

7 give rewards by exp/gold/tickets, example: u save merchant so he gives ppl 50%discount on +1items, (maybe first buy only, each)

8 give players clarification if they misunderstand some, but u can ask roll dice

9 create ur world or use current one, wat ever

(But age of exploring is 2e, stargazing is 3e)

Can add cultures "o we worship Popes/poverty" (+Look below)

10 u can tell a story differently, or storyteller in tavern give hint at possible adventure, or rumor

11 add your rules or not (like: every person act first, then enemy; but it imbalanced still but it easier for some kind of people)

12 you can add premade NPCs or create ur own by thinking name, class &feats..

13 your campaign could be slow or very fast, even special campaign "arena" Where you fight very strong enemies &level up fast..

You may add 20 NPCs or just 1-2 if u on uninhabited island after shipwreck (ofc island mean certain races can be living in it)

14 keep ppl going, if they bored give them 56 dragon baby pets, if they angry give them sword+10, I joked

15 u can be judge, or get judged, but you must solve some problems between people (non punching solutions)

16 create spells and monsters if u want, add some complete dangerous dungeon etc

17 add some competitors, or rivalry, or group of bandits who seek ur players to rob

18 if someone know the future, give them 50 lashes, eye lashes (metagame)

19 your campaign could go get "solved" By players but u can just make new arc. Like a new episode, or new enemy, new problem.

Unless ur players don't want adventure ,it work.

20 about 4 players is enough, but 5-6 can too, if your players choose imbalanced class u can add difficulty to game, if they choose dead weight then u may not add difficulty.

If u have 3 players then they need some power

21 you can be casual or u can make it harder

22 u can add violence or other stuff, if players want to. And xxx themes.

23 u can avoid alignments, then just label character bad and good. (Or describe actions)

24 use table top to play, or some area anywhere

25 u can have multiple ways to finish campaign/story, or not (even betrayal can occur by quest giver)

26 keep notes or bookkeep, some things need to be written like NPCs new, or who died

27 you may end campaign at lv 20, or continue it further, even "blah blah saving entire world"

Or even "kill gods/arch devils"

*examples of campaign/inspirations for: you can get tasked by the king, or something bad happens to city you was living/staying at.

And other very stereotypical and not so: you have to defeat "rare enemy" Like baba yaga or Santa Klaus, or some cult/npc/doomsday cult what want to end the world etc, or just small event (one shot) and then after it another small campaign (bcoz lvl fast, until hit plateau of monster lvls in the location - unless stronger enemy keep spawning)

Some campaign could be long travel or uncertain from the first day. But later maybe GM can hint/make event to show what goes on.

Some campaign could be random stuff, but it's players can get in situation like "bandits rob u"

Some are - players start right into event or fight, with backstage(backstory) is - they gather together for some.

Optional: swim check each 1-2minute, below 10 then your swimming take 2point per 1yard

Base swim +1yard/5swiming (OR equal ur move points)

Standing up requires half move points (1mov point minimum)

Ac & naked AC (naked= armour didn't count, can use)

Setting: medieval High fantasy + heroic fantasy but guns/cannons isn't in big use. Elements are all around, but magic more uncommon.

Sometimes monster all act first (optional)

Optional: "Mary Sue campaigns, where all others are third party and non significant, 1 is"

Optional rules: "declassify: if someone is tortured or some for like a week, they one feat removed and one level turn into 1lv of slave/some" (So u can turn hero into nothing) &new feat

Optional rules: your npc can multi class &can declassified too.(Like princess 9 noble->slave9)

Rules add: u can give any class to any humanoid monster (can to dragon: warrior, summoner, wizard, druid(shroom))

Alignments: chaotic/lawful/neutral + good/evil/neutral (neutral x2= do anything)

Vanara (can hide tail, (free action 1/hr), can hold self on tail, max 30min, if hold something downward vertical u check climb each minute)

Werewolf is just feral version of Wolfman (and u can catch disease)

Spirit wep - after stop holding it, it vanishes.

Mb: badmouthing provok target to atk/charge!

Warhaven has fallen, great hordes of goblins breached through broken city walls and come into sight of master swordsman Sojlen, who is sitting on a dragon back. The goblins scream and run forward to be annihilated by fire breath of a young dragon. All while wizard Agnes shoots thousands fireballs from flying carpet on goblins outside city, carpet bombing the wall alongside the intruders. The city Warhaven can stay strong for few more days..

←Zombies in ruins, day is beautiful (night)

*Guilds can be any, even cooking guilds.

They have 1-5 ppl min 20-80max, each town has about 1-2 investigators, if guild then more! (+it has social lvl, to make it more varied)

Guardsmen: thorp 1-3, hamlet 2-6, village 5-12, town 50-100

Blah: some societies propose one class above others (most - noble above other), hierarchies.

Other society promote other class (for culture).

Or propagate : soldiers is cool! Mercenary is be rich! (Or negativity: brawling is bad!)

And long lasting stereotypes: bandits are bad! Priests are cool! Dont drunk!

+these "cultures" Can be made by evil/good ppl (and by GM)

+NPCs health is 10/lvl instead of player 25on 1

But after lvl 10 NPC hp can increase by +20 not 10

Culture can change but it requires time and ppl who accept new one.

Polychrome eye color = 1%chance any race.

Secret society & magic guilds - can collect items or be "thieves guilds/assassin guilds" What work for money and do dirty work.

Or collect evil artifacts to make it unobtainable.

Swarms alter names: group(human), flock (bird), pack (wolf,etc)

Army: stampede, horde.. Legion: invasion?

Optional rules: (or house rules)

See Differences between d&d section.

*covering mechanics: 1yard tall thing is covering the small races and crouch/crawl ppl, others (medium) in upright only 50%cover.

50%cover reduces enemy ranged attack/breath hit rate by /2 (and spells) (cover is optional)

If you less than 50%cover, it doesn't work

Full cover make DM take by the cover itself.

Optional: attack of opportunity (currently none)

Optional: hearing mechanic (things make sounds, ex: fireball make 20 mean it heard in 20 yards radius, if someone 2x hearing it 40rad for their ears)

Optional: GM can have "GM/antihero points" To use against players.

Advices: combine players lvl to get multiple strong enemy against them

Optional: can change subclass once, removing all benefits from older one.

Optional: when animals/beast surrender they can become pet of hunter/druid

Optional: u buy pet/surrender pet - it 50% to act in combat until 1-2week go

Damage types (stub): fire, ice, electric, acid, dark, light, holy(+50% vs undead/demon/devils) , evil, void (with¶, hurt any but chthonic), shadow, natural, magic, non lethal, death (do -50%vs undead/ghosts)

venoms~•

(effect last 1hr or on GM discreet, additional)

Itchy venom (giant bees/Hornets, centipede g, swim and climb halved)

Stumbled venom (giant snakes,move halved)

Wearisome venom (spider giant, willpower halved)

Intense venom (reptile,insect giant, perc halved)

Champagne(campaign) 1 example below.

Premises: party killed very important person and now gotta kill a goblin army to redeem themselves

The end

(reward: 5 horse cheese; 400gp if lv up)

Campaign 2:

Kill a bone dragon while you all lvl 2 (reward: +1 house each player)

Campaign 3:

Kill 5 ogres and 5 great wolves (reward: +5rep, barrel of beer)

11. Example of play. /stupid examples

The party travel into yeti caves in North mountains, it has Davis (electric elf, hill fighter), Alec (hill Dwarf man, forest hunter), at the front of them is standing Zara (dark elf woman, dark Pope), Scummy (ice orc woman, acid monk).

GM: you feel cold and uncomfortable like being watched (DC 13 perc, roll if u want) you clothed enough for the coldness

D: I draw magic torch, ignite 12+6surv

GM: Your torch engulfed in flames and light on wall.

A: I load crossbow

Z: AAA it's cold

S: it not cold

GM: party hear scrunch of ice, and rope swinging ice goblins (DC 17 perception)

A: 13+3, D: 12+4, S: 17+3

S: look out!! /can I Ambush?

GM: no, goblins ambushed you, roll initiative

GM: ok I roll your initiative, a 17, s 13 d 15+3, z 6, four ice goblins 12+5. Fight start.

Goblins attacks roll 12+3+5amb, dmg: 7+3+5amb, 9+3+5amb, and so on, they jump down and moved and attack, scummy hurt by 12, zara by 9, Alec by 11

D: I use electric sword and reckless, 12+2+1 5+5 at goblin

A: shoot goblin 14+2√hit 3+2, spend 5mov reload 12+3√

GM: u hurt the same one?

A: yes

GM: he falls dead now.

S: acid punch 13+1 3+3√

Z: cast zap 6dm

GM: another one dies.

Round 2

GM: now ice wolves howl and run from afar, joining the battle, they charge (still far, 10yard)

GM: ice goblins switched tactics &attack Davis all at once with reckless, takes 4+6

D: ohhh, attack 4+5

A: shoot same 3+2

GM: another dead

S: acid punch re(reckless), 12+3 3+5

Z: bash him 17+1 3

GM: goblin dead. All Goblins dead

Round 3

GM: three Wolves encroach, bite A 5+4, S 6+4

D: dammit! 10+3 re 3+7

A: I reload, shoot 14+2 3+2

S: acid punch 10+2 4+3

Z: zap 5ded

Round 4

GM: Wolf fall dead, others snivel &bite Zara, Scummy

D: attack 20+1 crit 5+5+5+5 re

A: shoot 15+2 5+2

GM: for wolf bolt lodged in eye, he dead.

S: AAA, punch 10+3 re 4+5

Z: first aid on D. 13+4

GM: u successful aid, heal 1hp 1¶ to him.

Round 5

Wolf bite A, 7+4dm

D: attack 10+1 5+3

A: 13+2 5+2 shoot

GM: wolf falls dead with bolt in throat.

GM: fight ended, you receive (+)70%exp.

And you have 2 fatigue points.

D: this wound look small

A: u brain too

.. Later on..

GM: you enter ice crusted caverns, what u do

A: look around, 12+2perc

D: I'm amazed

S: we gotta go forward

Z: where are the yeti

GM: you Alec see the ice harpy, she sneezes and saw you. Here another two of them!

A: damn don't move

D: sheet

GM: you initiative roll 13,9,8,7 harpies 10+3

.. Skip...

Fight ends, you have 4 fatigue¶

Lvl up! Choose new feats if you want

D: quick strike

A: i get deadly shot

S: ascetic feat, it gives +1 to sneak

Z: I get dark touch

GM: bastards that's too much damage!!

The end

Stupid example:

*example gameplay 1: hobo kill 10rats and got 100gold 40silv buy plate armor and longsword and 10 barrels of beer to hobos on landfill (+4rep) (no relation with Don Quixote)

Now he go kill ten wolves, get 100gold 40sp and exchange into full armor (with gauntlet boots etc) buy shield and buy house! -100gp

example solo gameplay 2: you go to random created dungeon, just roll 1d450 for monster and 1d6 for amount (below 90 number can roll 2d6 for amount) ,

This is stub. Now make 10 rooms (2d6size,3d6 tunnel length,1d3 width) and 2-5 levels, now roll lvl 12-20 enemy boss, (may optional rule: kill monster higher than you by 9lv give u level up) (direction new room: o'clock 2d6) (3d6 room size too)

Treasure: roll 1d6 to get type of item, 1d6 to get X, now roll Xd20.. (Can put gold)

And optional: first room has 1lvl monsters/no monsters

Dungeon of Lord Ballvain

1 room: 6*6 big, 3yard height of ceiling (all room) , right top corner is door and tunnel to right 4yard, room has 4 ants (0lv) and Unlit Torch in middle.

2 room: connect to 1+3rooms, 6 goblins sit in middle in darkness, bottom middle wall is tunnel downward into room 3, bottom right corner is Polished +0 Chainmail, 15*15 (all tunnels 2yard high)

3 room: door unlocked and lead to 3 room, it's 7*7 area with water pool 2yard deep, here 4 piranhas and 40 gold coins, underwater tunnel to room 6, right corner is tunnel 6yard right into room 4

4 room: 9*9, in it 3 hobgoblin guard a magic lamp, right bottom is diagonal tunnel to bottom right, into room 5, blocked by 150lb stone 1*1 (Push)

Room 5: 5*5, 6 bear cubs in it, and Bread(soft)., up middle tunnel 12 to room 7, down tunnel 5 to room 6.

Room 6: 6*6, round room with 3*3water pool 1deep (hidden passage to 3), here 7 draugr guards +1 Battleaxe.

Room 7: 12*12, here 3 ogres, to left middle tunnel to room 8, in the middle is spear traps 2*2, near is Ring (zircon + jade inlaid, 5g), bones.

Room 8: 6*6,middle is 1*1 pillar with spikes, bear trap to the right area, here 5 giant wolves, 5 lesser healing potions, up tunnel to room 9

Room 9: door (locked) at entry, 9*9 , 4 bears, Ring of armor+2, treasure: 45 gold, 120silver, 5 shields, 2dagger 3maces, bones. Tunnel to right into room 10.

Room 10: 10*10, here 2 homunculus, Wand of ice (10 charges). Down 4wide tunnel to room 11

Room 11: 9*9, 1 gryphon, 2000gold pile, stairs to next level of dungeon (>)

12. Gallery, breeding tips, lore

LORE: (stub)

at the top North Pole - Niflhelm, at South Pole - muspelhelm. (Musp is hella hot, NFL is cold very - monsters live who can survive in hot/cold weather)

Far north has a black marble ruins with tunnels inside, carved, with old civilization (stub) , current age 5001, size plonet 2x earth

But desert and other places too ruins had

Mummies can live inside, or even demigods

And ruined temples dig in earth, multi floors.

Dragons created mostly by gods &are dinosaurs

Magic items very rare &to get +6-10 ones u must ask gods, dark gods ask life sacrifice many, chaotic ask exchange one for another, greedy ask diamonds,

good ask do 100-1000 good deeds to enchant items +6-10

Devils always try scam others /give less than offering

Demons lived in hell, they ruled by arch demons &demon Lord?

Fiends live in their place, &torture all day long &trade with devil/demons

Goblins don't allowed to live in most cities &most goblins are criminals

Laws: laws can be any, hierarchy too. Noble can beat peasants freely or with little payment for the inconvenience caused.

Other example of laws: pyramid hierarchy of king/queen (1.top, Royal Family), below them nobles (2. Friends of Royal Family) , then army generals (3.), then rich people (4.), and peasant/all else (5.), slaves (6, bottommost)

So if peasant beat slave it not bigger than if slaves beat peasant. They get punished. Who above rules who below

So general can't beat friends of Royal family, but the friends can beat general. And some crimes could be "forgiven" For nobles/royals..

Half fiends born by malign of God's/evil God's

Half demons(have horns or filed them off)/hellborn - by breed with demons

Cursed born by curses/God's mischief, half people by God mischief/curse

Magic races touched by magic too much.

Cities/countries can be different from each other rules. &cultures.

Orcs can live by raiders lifestyle, island orcs too.

Islanders can have bad/unstable culture. Winter ppl can raid.

World is planet, there two moons and sun

Some cult can have unarmed monks bodyguards, they still can beat ur ass.

Burial is depending on social standing (poor= poor grave/funeral food/clothes)

★Languages: oroxian, Orsini, dragonese, ogrish, cobaltic, elfish, dwarfian, goblos, worldly(common) , underworldly, dungeonese, gnomic, runish, runian, ancient, primordial, magmish, magikan, windgland, lundeng, aquasian, lizardsky, croakian, outlandish, barbarous, abyssske, arachnian, chtinian, meowlish, aviano, helleborsky, devilish, martian, galaxian, universal, triptalsisk(insect), holidsky (holy) , nethrske (unholy) , reptilican, dominiai.

Breeding tips:

Half+pure=5050

Halfwit=degen the other race (hum+halfwit=halfwit)

Orc+hum=hob

Hob+small=small

Hob+normal=hob

Elf+orc=hob

Dwarf+gn =brownie

Human+elf=half elf

H+orc=half orc

H+animal=half h

Gn+elf=faeries

Gn+human=dwarf(1%),gnome(98},cursed (1%)

Cursed=accused lineage/ancestry/heritage

Ogre/troll+giant=Grendel (unfavorable, dropout cliff)

Troll+human=ogre

Titan+giant=Goliath (also 1%giant birth Goliat)

Human+cow=Minotaur (1%)

Human/giant+dragon=draconian (1}

Troll+gob=high hob

Troll+orc=high orc(6.7-7.4ft tall)

Ogre+human=primitive human(5%) ogre 95%

Half ogre = halfwit+ogre

Kobold+human=kobold, 1%purebreed kobold

Purebreed kobold=lizard man

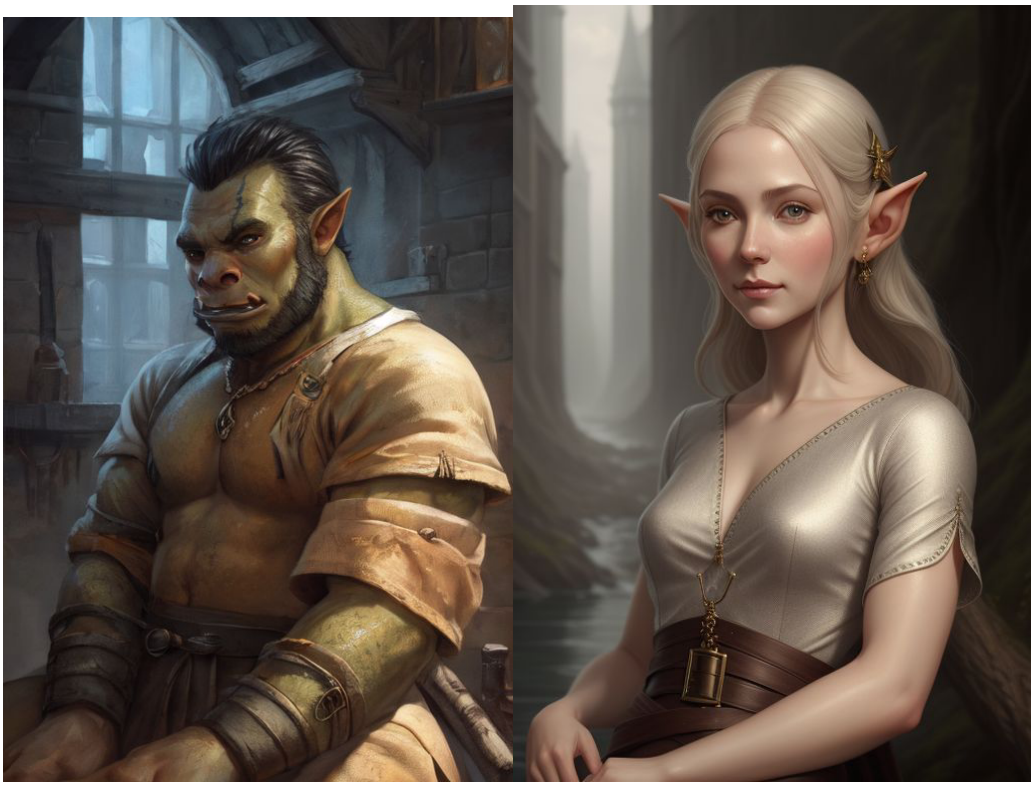
Dhampir= undying will to live once more

Ogre+hobgoblin=bugbear

Hellborn= demon+human

Gallery: (contains nudity, AI)

Hellborn, goblin reference



Orc reference, elf reference

Ice orc mermaid

Monster frog, Manul

Cleric (human?), Drop bear

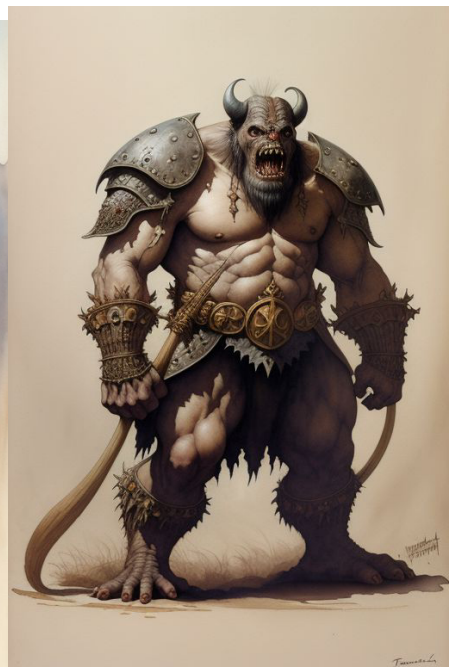
Morlom/Mormon/morlock, Birdman

Gravekeeper,, Devil maid

Gazpacho, Dragon dog horse

Succubus, Nightmare (horse)

Night man, Specter



Cursed armour, Greater demon (reference)

↑ Crikey (crow cat) reference

Santa Klaus Schwab, Yollopukki (reference)

Ertz (ermine yak) , Wolpentinger (horned rabbit/bunny)

Devourer, Horvogr (magma horny worm)

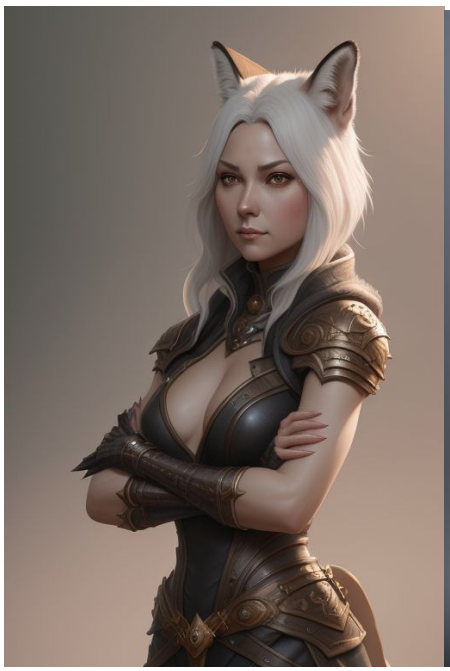
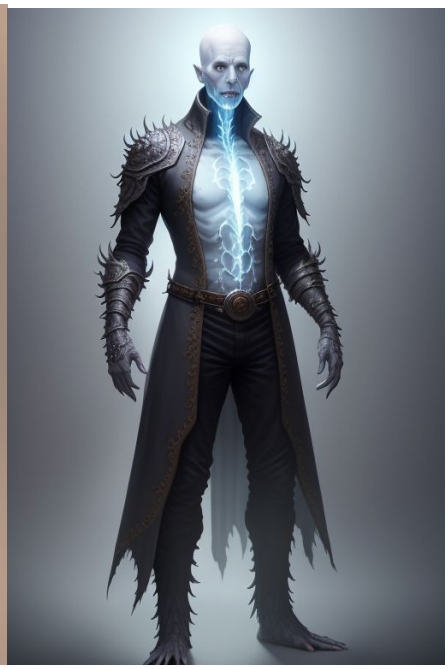
Zombie Titan, Ettin (two heads)

Chimera, Monster apostle

Homunculus, Greed devil (trade humanity? Y/n)

Captor of sin, Alp

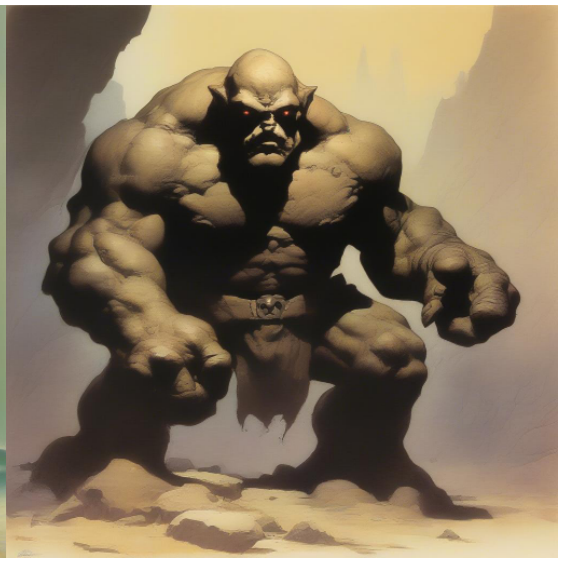
Anathema, Undead king

Cursed human (fox), Dhampir

Zombie brute, Walking head zombie (small, tiny if sneak into)

Shambling zombie, Monster piranha



Monster jellyfish, Golem

Monkeyman, Boogeymen

Giant monster turtle, Parasite

Digga, Gerbil

Minotaur, Catoblepas

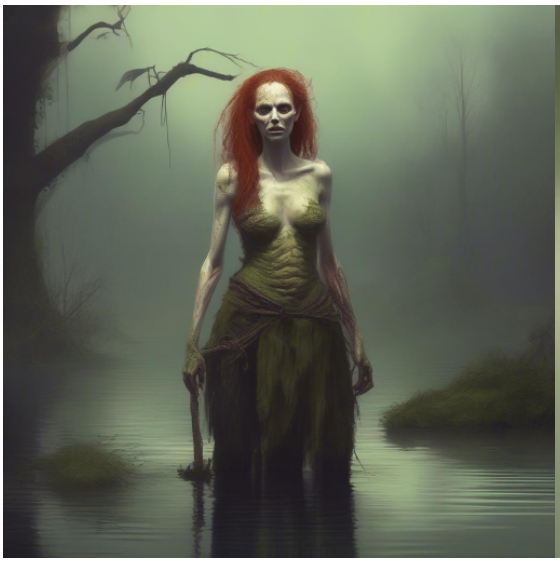
Skolopendra, Vykhuhol

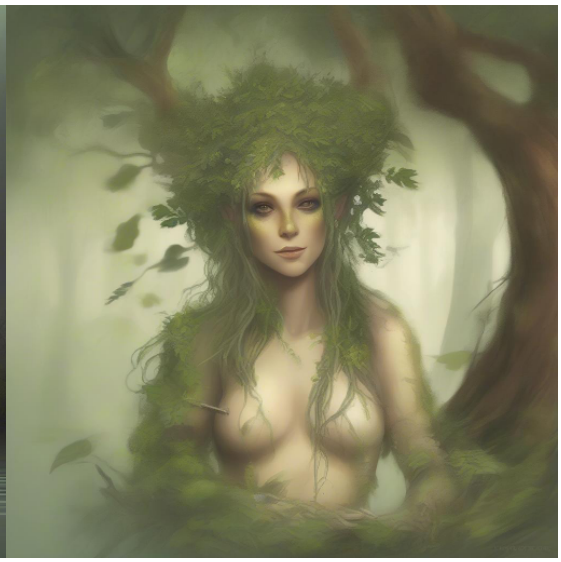
Waldorf/Waldo/walrus dog, Cultist

Winter wolf, Leshy

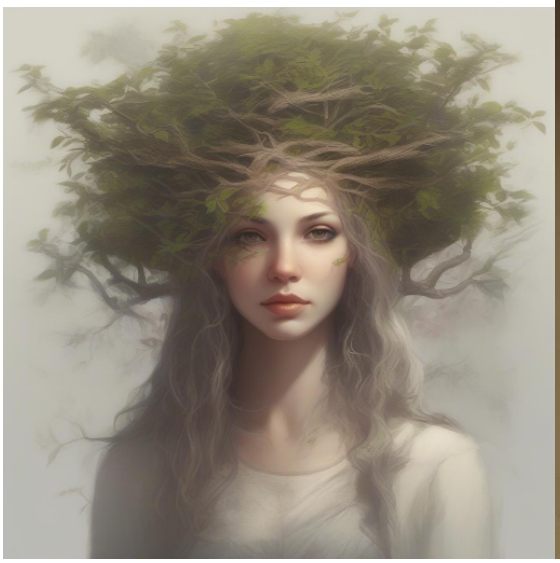
Rogue, Assassin

Yeti, Sasquatch





Kikimora,, Dryad



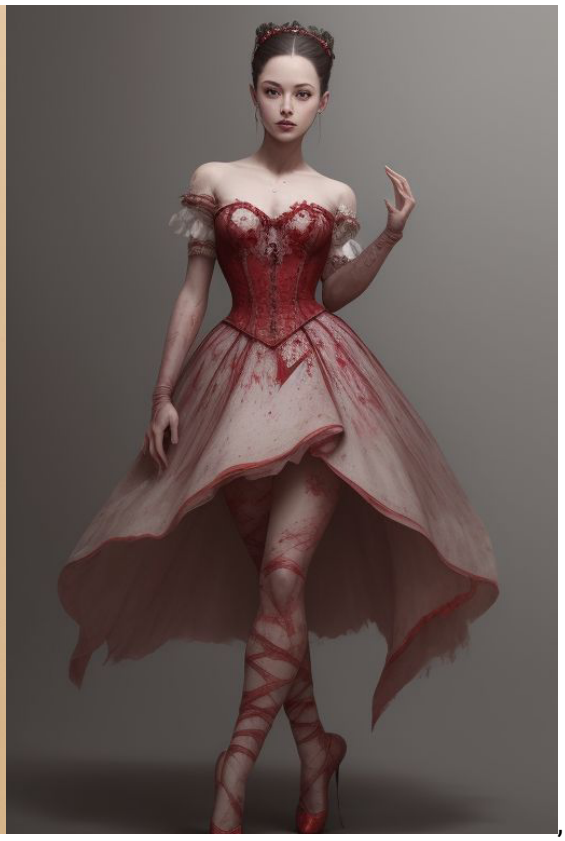
Cursed human(grow bush on head), Warg

Evil angel, Angel (normal)

Bone stalker, Fire dragon (reference)

Draugr/normal mummy, Mummy (wizard)

Beehūldær ™, Evil tree (immobile)

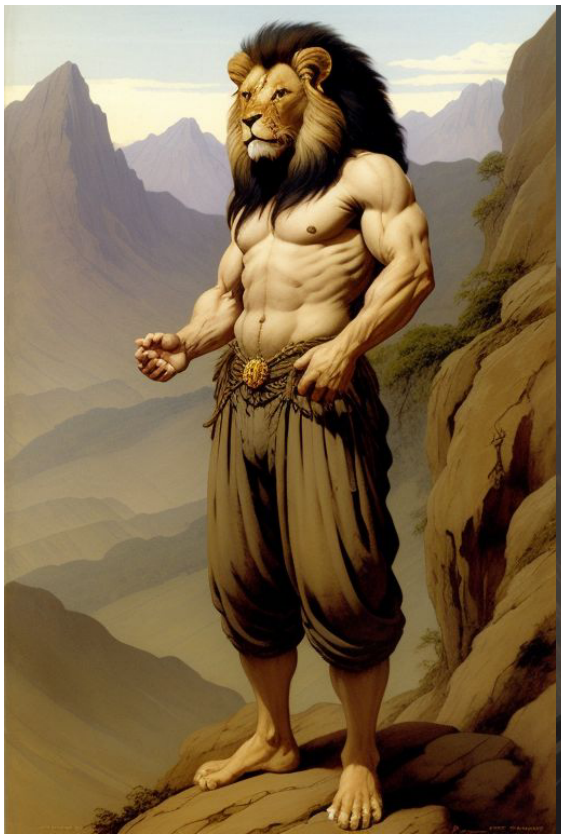


Crazy/freaking clown, Bloody ballerina

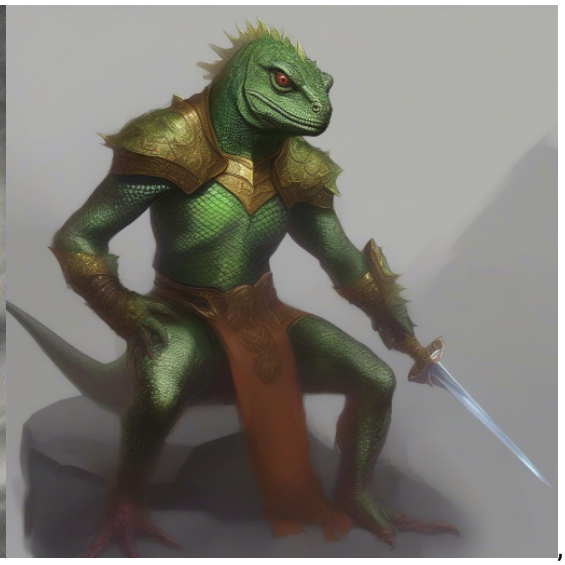
Bloody Mary, Rakshasa

Death angel/dark angel, Gremlin

Father Frost, Gnoll



Leonidos (lion head), Wolfman (wolf face)



Frogman, Lizard man

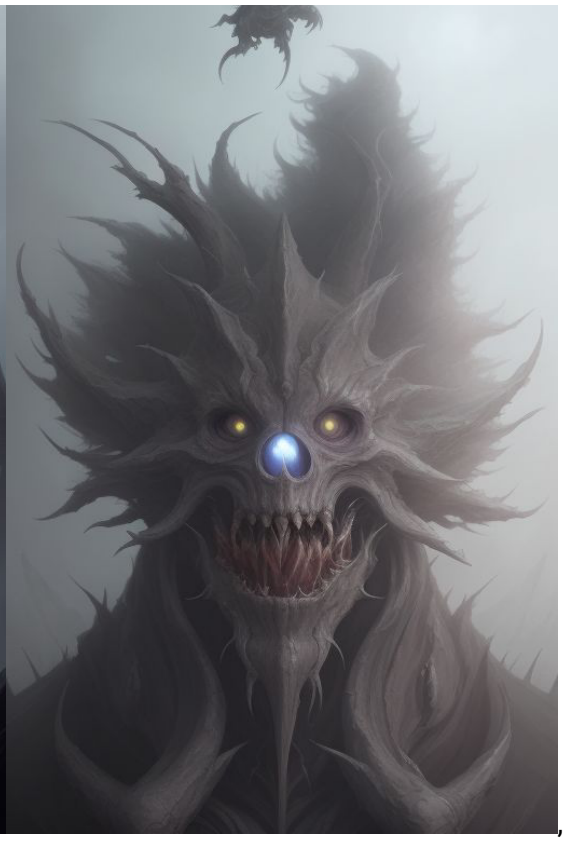
Vodomut, Killer whale

Sandton monster, Water beholder

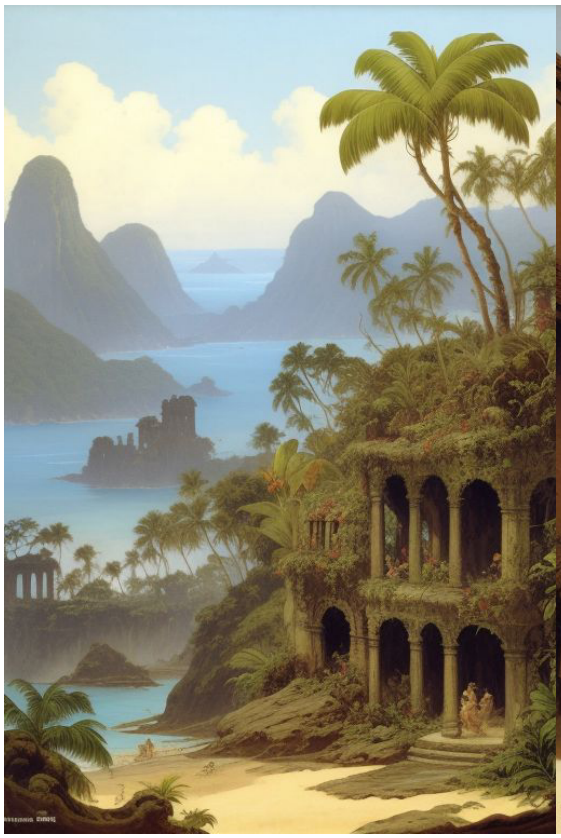
Swamp hag,,, Crone (deadly chthonic grandma witch)

Doom bringer, Goliath (giant, 20-25yard tall)

Dark dwarf, Bugbear (half primitive humanoid)



Bone angel, Tormentor (abyss)



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Tropical island ruins, rebellion in city

13. Last words, inspired by.

This inspired by many stuff, notably: DC:SS, dungeon and dragons, Pathfinder (parody on), roguelikes, SotW, any other piece, kitchen sink fantasy, high fantasy, Tolkien, folklore, Homer (not Simpson), some stuff from 4chin, some stuff improvised, etc

eigenpijperij: Self aggrandizing bullshit, dilettante parody of pf

Not added content: artificer, merchant, sorcerer, but 2edition could have them (with +5 race class, +500monstr, +500feat +400spell, +5wep, +70gods), I didn't added like 5monstr 60gods/devils,&lore.

But whoever reads lore, if it not included in core book anyway?

Most I wanted to add 1000 spells but my notepad didn't accept that so I added just how much I added.

(Never played any table top before, idk. Ok Only this one)

Inspired by vigilante 8 too, and other monsters from folklore, God's from folklore, berserk manga, cataclysm, Bible

And didn't added like 50 pictures (generated) about races and classes (who cares), didn't add head crab, didn't add God spells given.

Subtype: schizo rambler (insight +20 if u drank pint of hard alcohol)

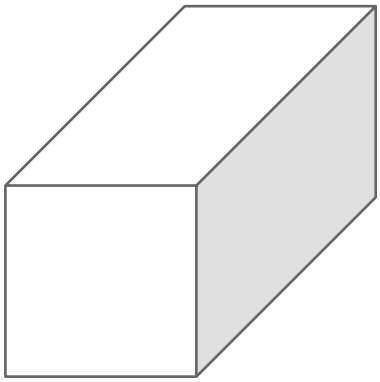
•very Slightly inspired by McDonald's Maguire(mcdm) &some videos.

Stub - who enslaves who:
Gods>dragon>goliath>giant>ogre>hobg>kobold>any>livestock

2e: guns and roses &cannon fodders (and stupid new versions of guns)

3e Magitech + still medieval but add magic stuff that imitating modern.
&banks (but not to control world but to hold money in), mag guns.

Theory: can make 2e in 1month



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